

TIGRAN PETROSIAN –
MASTER OF DEFENCE

PETROSIAN'S
Best games of chess
1946–63

P. H. CLARKE

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PREFACE

IN EVERY FIELD of creative endeavour recognition comes swiftly to some while others equally talented have to wait long years before receiving their due. Tigran Petrosian, the reigning World Chess Champion, has suffered much in this respect, and even now is but grudgingly praised by the majority of the game's writers. He has risen to the top not by aggressive, fighting chess, but by patient diligence, by soundness of technique and strategy, and by a practical approach that few of his rivals can match.

Many of Petrosian's critics have assumed that because his play is lacking in romance it also lacks that ultimate quality which distinguishes the greatest masters from the rest. Here, I think, they are wrong. In my opinion, he is not only admirably fitted to uphold the standards set by his predecessors, but, in addition, he has his own contribution to make towards the advancement of chess and our understanding of its theory and principles. I hope that the present book will serve to propagate a true appreciation of the World Champion's achievements and at the same time provide its readers with instruction and pleasure.

This collection of his games covers the eighteen years from his holding the Soviet junior championship to the capture of the world title from Botvinnik in May, 1963. In making my selection I have tried to give as representative a picture as is possible of Petrosian's career, having special regard for the development of his style and playing strength, the events in which he has competed, and the opponents he has beaten. Annotation has been a particularly demanding task, for where themes are essentially strategic it is difficult to isolate the mistakes; often one can only hint at their general direction. As far as the openings are concerned, I have kept theoretical analysis to a minimum and concentrated rather on ideas, since this reflects more accurately Petrosian's own attitude to this department of the game. The chapter introductions describe his progress in each period, and an essay on the characteristic features of his style completes the work.

There are several acknowledgements which I must make for help in the preparation of this book. Principally, I wish to express my thanks to the World Champion himself for his kindness in sending me some of his early games which were unobtainable in this country; his

other writings and notes I have also made wide use of. I am very grateful too to my colleagues in British chess—L. W. Barden, H. Golombek, R. G. Wade, and B. H. Wood—who allowed me to consult their libraries during my research.

May, 1964

P. H. CLARKE

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TOURNAMENTS

<i>Year</i>	<i>Event</i>	<i>Placing</i>	<i>Score</i>
1945	U.S.S.R. Junior Championship	1st =	11-4
1946	U.S.S.R. Junior Championship	1st	14-1
	Georgian Championship	5th	12½-6½
	Armenian Championship	1st	9-1
	Semi-finals, 15th U.S.S.R. Championship	16th	6-11
1947	Armenian Championship	2nd =	8½-2½
	All-Union Candidate Master Tournament	1st	11½-3½
	Semi-finals, 16th U.S.S.R. Championship	5th	8½-6½
	'Spartak' Club Championship	10th	10½-8½
1948	Trans-Caucasian Republics Tournament	2nd	9-3
	Armenian Championship	1st =	12½-½
1949	Master and Candidate Master Tournament	2nd =	6-6
	Armenian Championship	2nd	12½-2½
	Semi-finals, 17th U.S.S.R. Championship	2nd	11-5
	Uzbekistan Jubilee Tournament	1st =	12½-2½
	17th U.S.S.R. Championship	16th	7½-11½
1950	Moscow Championship	3rd	9-6
	Semi-finals, 18th U.S.S.R. Championship	2nd =	10-5
	18th U.S.S.R. Championship	12th =	8-9
1951	Semi-finals, 19th U.S.S.R. Championship	1st	18½-5½
	Moscow Championship	1st	9½-2½
	Master and Candidate Master Tournament	2nd =	9½-5½
	19th U.S.S.R. Championship	2nd =	11½-5½
1952	Maróczy Memorial Tournament, Budapest	7th =	9½-7½
	Interzonal Tournament	2nd =	18½-6½
1953	Bucharest	2nd	13-6
	2nd Candidates' Tournament	5th	15-13
1954	21st U.S.S.R. Championship	4th =	12½-6½
	Belgrade	4th =	11½-7½
1955	22nd U.S.S.R. Championship	3rd =	11½-7½
	Hungary-U.S.S.R. Match Tournament	—	5½-1½
	Interzonal Tournament	4th =	12½-7½

xiv PETROSIAN'S BEST GAMES OF CHESS

<i>Year</i>	<i>Event</i>	<i>Placing</i>	<i>Score</i>
1956	3rd Candidates' Tournament	3rd =	9½-8½
	Yugoslavia-U.S.S.R. Match Tournament	—	4-4
	Moscow Championship	1st =	10-5
	Semi-finals, 24th U.S.S.R. Championship	1st	16½-6½
1957	24th U.S.S.R. Championship	7th =	12-9
	U.S.S.R.-Yugoslavia Match Tournament	—	5-5
	Finals, Europa Cup, Bd. 6	—	4-1
	Semi-finals, 25th U.S.S.R. Championship	1st	12½-6½
1958	25th U.S.S.R. Championship	2nd	12-6
	Team Championship of the U.S.S.R., Bd. 2	—	5½-2½
	Interzonal Tournament	3rd =	12½-7½
	18th Olympiad, 2nd Reserve	—	10½-2½
1959	26th U.S.S.R. Championship	1st	18½-5½
	Team Championship of the U.S.S.R., Bd. 3	—	5-2
	4th Candidates' Tournament	3rd	15½-12½
1960	Beverwijk	1st =	6½-2½
	27th U.S.S.R. Championship	2nd =	13½-5½
	West Germany-U.S.S.R. Match Tournament	—	6½-½
	Copenhagen	1st	11½-1½
	14th Olympiad, 2nd Reserve	—	12-1
	Team Championship of the U.S.S.R., Bd. 2	—	5-2
1961	28th U.S.S.R. Championship	1st	18½-5½
	Yugoslavia-U.S.S.R. Match Tournament	—	4-1
	Zürich	2nd	8½-2½
	Finals, Europa Cup, Bd. 4	—	6-2
	Bled	3rd =	12½-6½
	Team Championship of the U.S.S.R., Bd. 1	—	1½-3½
1962	Interzonal Tournament	2nd =	15-7
	5th Candidates' Tournament	1st	17½-9½
	15th Olympiad, Bd. 2	—	10-2

MATCHES

1951	Match for the Title of Soviet Master	Petrosian 10½	Mukhitdinov 8½
1963	World Championship Match	Botvinnik 9½	Petrosian 12½

TIGRAN PETROSIAN – MASTER OF DEFENCE

INTRODUCTION BY RAYMOND KEENE

Tigran Petrosian, sadly snatched away from the chess world by a severe illness in 1984, well before his time, was a curious paradox. On the one hand he was the supreme artist, capable of producing some of the most sublimely aesthetic masterpieces ever witnessed on the chess board. On the other hand there was a creature riven with self doubt, well aware of his own limitations and scurrying too often for the safety of the short draw. Symbolic of this chasm in Petrosian's chess board persona was the tragedy of his 1956 game against Bronstein in the tournament to decide who would become Botvinnik's challenger for the World Championship. Having reduced Bronstein to utter paralysis in a game which he described as the most beautiful he had ever played up to that time, Petrosian blundered and left his queen where it could simply be taken by a black knight. It is scarcely surprising that such a negative experience might have imprinted the fear of loss as the primary drive in Petrosian's motivation.

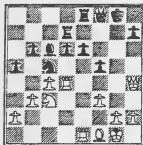
An artist rather than a fighter, Petrosian still summoned the willpower to overcome his own reservations to the extent of depriving Botvinnik of the World Championship in 1963. Peter Clarke's book, the most lucid explanation of Petrosian's games which exists in English, takes the reader up to that high point of Petrosian's career. It is worth noting the key role played by defence in Petrosian's conquest of the title. It was game 60 in this book, a defensive masterpiece, which finally broke Botvinnik's will to survive. Other games in a similar vein to be found in these pages are the original masterpiece against Duckstein (game 56), and the long drawn out defensive battle against Bobby Fischer (game 38), culminating in the eventual coronation march of Black's entire queenside which had earlier been under heavy bombardment from White's forces. Finally I might mention the most extraordinary game 50, against the Icelandic grandmaster Fridrik Olafsson, in which Petrosian, in mystic fashion, annihilates his opponent's resistance by retreating virtually his entire army to a defensive line on his own back rank.

In 1966 Petrosian successfully defended the World Championship against the onslaught of Boris Spassky, the first time a defending champion had actually won a match against the challenger since Alekhine defeated Bogolyubov in 1934. Three years later Petrosian succumbed to Spassky's renewed attack, but it should be noted that from 1953, when he first embarked on his World Championship quest, until 1980, Petrosian was involved either in every Candidates tournament from that period or in the World Championship match itself, a record for chess longevity at the highest level which is difficult to beat.

The games I have chosen to illustrate Petrosian's defensive skills are the defensive masterpiece against Keres from the Candidates 1959 and the lesson he administered to the young Gary Kasparov at Tilburg in 1981.

Keres - Petrosian
Candidates 1959

1 e4 c5 2 ♖f3 ♗c6 3 d4 cxd4
 4 ♗xd4 g6 5 c4 ♖g7 6 ♖e3
 ♗f6 7 ♗c3 ♗g4 8 ♗xg4
 ♗xd4 9 ♗d1 ♗e6 10 ♗d2 d6
 11 ♖e2 ♖d7 12 0-0 0-0 13
 ♖ac1 ♖c6 14 ♖fd1 ♗c5 15 f3
 a5 16 b3 ♗b6 17 ♗b5 ♖fc8 18
 ♖f1 ♗d8 19 ♗f2 ♗e8 20 ♗c3
 b6 21 ♖c2 ♗f8 22 ♗d2 ♖d7
 23 ♗d5 ♖ab8 24 ♖g5 ♖e8 25
 ♖e1 ♖b7 26 ♗f2 ♖c6 27 ♗h4
 f6 28 ♖e3 e6 29 ♗c3 ♖d7 30
 ♖d4 f5 31 exf5 gxf5 32 ♖d2
 ♖xd4+ 33 ♖xd4



33 ... ♖g7!

The harbinger of a mighty offensive.

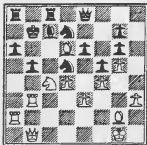
34 ♗h1 ♖g6 35 ♖d2 ♖d8 36
 ♖ed1 ♖d7 37 ♗f2 ♗d8 38
 ♗e3 e5 39 f4 e4 40 ♗e2
 ♖dg7 41 ♗d4 ♖d7 42 a3 ♗a8
 43 ♗g1 h5 44 ♖b1 h4 45
 ♖bb2 ♖g4 46 ♖f2 ♗d8 47 b4
 ♖g3 48 hxg3 hxg3 49 ♖fd2
 ♗h4 50 ♖e2 ♖h7 51 ♗f1
 ♗xf4+ 0-1

Kasparov - Petrosian
Tilburg 1981

1 d4 d5 2 c4 dxc4 3 ♗f3 ♗f6
 4 e3 ♖g4 5 ♖xc4 e6 6 h3
 ♖h5 7 ♗c3 a6 8 g4 ♖g6 9
 ♗e5 ♗bd7 10 ♗xg6 hxg6 11
 ♖f1 c6 12 ♖g2 ♗c7 13 0-0
 ♖e7 14 f4 ♗b6 15 g5 ♗fd7 16
 ♗g4 0-0-0 17 ♖b1 ♗b8 18 b4
 ♗d5 19 ♗a4 f5 20 ♗g3 ♗xb4
 21 ♖d2 ♗d5 22 ♖fc1

It requires immense nerve to permit Kasparov to mass his entire army in such close proximity to the black king.

22 ... ♗a7 23 ♗e1 ♖a3 24 ♖c2
 ♗d6 25 ♖b3 ♗e7 26 ♗e2 ♖b8
 27 ♗d3 ♖d6 28 ♗b2 ♖hc8 29
 ♗c4 ♖c7 30 a4 b5 31 axb5
 cxb5 32 ♖a2 ♗b7 33 ♖b4
 ♗e8 34 ♖d6 ♖a8 35 ♗b1



35 ... ♗c6!!

A brilliant defensive coup, which, as Kasparov admitted, threw him into utter confusion. The king takes a step towards the White army, and White now has to concern himself over how to withdraw his pieces without losing material.

36 ♖ba3 bxc4 37 ♖xa6+
 ♖xa6 38 ♖xa6+ ♖b6 39 ♖c5
 ♗d8 40 ♗a1 ♗xc5 41 dxc5
 ♗xc5 42 ♖a4 0-1

PETROSIAN THE PRAGMATIST

IS CHESS a science, an art, or simply a game? This is not an idle question. All who devote themselves to chess, or, more than that, regard it as a vocation, must give the answer serious thought. In what lies the essence of chess? The great masters (and the lesser), past and present, have expressed and continue to express their views through writings and games; equally, every aspirant to championship honours must be constantly examining his own ideas, if he is to make progress.

To Botvinnik, with his detached, analytical approach, chess is a scientific game; Smyslov, on the other hand, sees it as a creative and realistic art; and Tal, while feeling intuitively the artistic side, revels in the intellectual struggle between opposing personalities. The truth is perhaps a mean which takes in all these concepts. Theoretically, chess can be put down in mathematical terms, and indeed, the first, tentative steps towards mastery have already been made by computers. But no formula will adequately represent the beauty of a problem or study, the product of an artist's imagination. By the same token, the daily, over-the-board grind during a big tournament is often far removed from academic considerations.

In the continuous evolutionary process of chess techniques and understanding, Petrosian's role could be described as a sobering one. Throughout the history of the game there has been a tendency to assume that creativeness, fantasy, originality, combinative brilliancy and the like are good in themselves. They have their place, undoubtedly, but it is easy to overrate their significance, as many a famous player has found. In recent times, for instance, Bronstein, an acknowledged genius, has fallen below his capabilities through what amounts to an addiction to experimenting. Other names spring readily to mind. One such, from earlier days, is Tartakover, of whom Golombek wrote:* 'Given the choice between the simple, safe line and the complicated, rich one he almost invariably chose the latter, and all students of the game will realise that this tendency does not make for practical and certain success.' One should not expect too much of chess, for it has its limitations. Like dogmatism, so

* See Translator's Foreword to Tartakover's *My Best Games of Chess—1905-1930*.

idealism and perfectionism are dangerous, delusive principles. This we can learn from Petrosian.

The present World Champion has, I believe, gone further than any of his predecessors towards grasping the true meaning of chess and how it should be played. By this—let me hasten to add—I do not wish to imply that his best games are the finest ever; that, in any case, is something for the future to argue about. The average standard of his performances, however, is remarkably consistent, and I suppose Capablanca alone (and he, it must be remembered, lived in the days when competition was not so intensive) had a lower overall percentage of losses. Petrosian has a recipe which has proved successful in more than a decade of high-level tournament chess—its effectiveness is incontestable. He is a pragmatist, that is (in our context) one who does what is needed to meet the requirements of a position and, on the whole, makes no attempt to impose his own wishes on it.

Petrosian always has the courage of his convictions and he will not flinch from the most 'unpopular' moves and manoeuvres, if he thinks they are necessary. A striking example occurred in the 4th game of the World Championship Match. He had not handled the opening in the most desirable way and as a result found himself uncomfortably placed. In the position shown on the diagram Botvinnik had just

PETROSIAN



BOTVINNIK

Black to move

played 11. B—R3, presenting Black with the problem how to get his King away to safety. Petrosian replied 11. . . . B—B1! This is the only satisfactory continuation; but you will appreciate that when in single combat with the World Champion before a vast crowd of critical spectators, it is a brave man who risks derision with such a humiliating retreat. The game went on 12. B—QB1, B—Kt2; 13. B—QKt5,

B—Q2!; 14. B—R3, B—KB1!; 15. B × B, K × B; 16. 0—0, K—Kt2. Petrosian's patience had been rewarded. Although he still had slightly the worst of it, his main difficulty had been overcome and, in fact, a draw was agreed eight moves later.

One of the challenger's last games prior to the match—in the 15th Olympiad at Varna—had featured, curiously enough, a not dissimilar manoeuvre by the black King. The first thirty moves are relevant. White: Unzicker. Black: Petrosian. Pirc Defence. 1. P—K4, P—KKt3; 2. P—Q4, B—Kt2; 3. Kt—KB3, P—Q3; 4. Kt—B3, Kt—Q2; 5. B—QB4, Kt—Kt3; 6. B—Kt3, P—QB3; 7. P—QR4, P—QR4; 8. 0—0, P—K3; 9. B—K3, Kt—K2; 10. Q—Q2, P—R3; 11. Kt—K2, P—Q4; 12. Kt—Kt3, K—B1; 13. Kt—K5, K—Kt1; 14. P—QB3, Kt—Q2; 15. Kt × Kt, Q × Kt; 16. KR—K1, P—Kt3; 17. B—B2, B—R3; 18. P—R4, P × P; 19. Kt × P, Kt—Q4; 20. Kt—Kt3, Q—B2; 21. B—Kt3, R—Q1; 22. Kt—K2, Q—K2; 23. P—Kt3, P—QB4; 24. B × Kt, R × B; 25. Kt—B4, R—Q3; 26. Q—B2, P × P, 27. P × P, Q—Q2; 28. QR—B1, B—B3; 29. Kt—Q3, B × Kt; 30. Q × B, K—Kt2. Black won the QP shortly afterwards, and the advantage was eventually decisive.

FLEXIBILITY

The above extract is worth a second and much closer study, for it provides us with, as it were, a microcosm of so many of the characteristic aspects of Petrosian's methods. It is possible to detect evidence of the following: a deep understanding of modern opening play; a preference for closed positions; skill in defence and strategic manoeuvring; the avoidance of weaknesses; and such positional motifs as prophylaxis and restraint.

These and several other technical features are all in keeping with the basic rule observed by Petrosian, i.e. the rule of flexibility. Just as you can sum up Tal's style in the one word 'activity', so 'flexibility' serves to cover Petrosian's. Of the three elements that comprise chess—force, space, and time—Tal has a heightened awareness of the last, whereas the reigning World Champion lays less emphasis on it. His instinct is for the tangible—the men and the board; and it is so highly developed that an impression of real, physical involvement is created in many of his games. He strives to obtain the maximum co-operation and efficiency from his forces, estimating this to be more important than attacking or even taking the initiative. This balance or harmony of position explains why Petrosian is so hard to beat. By perpetually improving the placing of his men, he prepares himself for any eventuality and thus seemingly forestalls his opponent's threats before they exist.

Petrosian's fundamental strategy consists in the fight for and

conquest of key squares—and space in general. He has been compared with a python, that crushes its victim by encircling it in its coils. The simile is certainly apt, for once the 'Petrosian grip' tightens there is scant chance of survival; and it is not uncommon to see his adversaries reduced to complete helplessness while still level in material. His game against Bannik in the 25th U.S.S.R. Championship, 1958, affords a perfect illustration. It was adjourned in the diagrammed position, and obviously White is in command. His

BANNIK



PETROSIAN

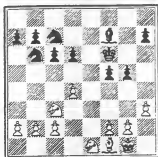
White to move

pieces have the outposts at Q5 and KB5 entirely under their control, and it can only be a matter of time before they carry through an invasion of the enemy camp. Play continued 41. Kt—R6!, Kt—K3; 42. Kt—Kt8, Kt—B1 (not 42. . . . K—B2; 43. R—Q7 ch!, K × Kt; 44. K—Q5—an eloquent line); 43. R—Q2! This quiet move forces Black to give ground—43. . . . K—B2 (or 43. . . . Kt—Q2; 44. K—B5, K—Q1; 45. P—K4, K—K1; 46. P—B3, K—Q1; 47. R × Kt ch!, K × R; 48. Kt × P ch and all the K side pawns fall); 44. Kt—R6 ch, K—K1; 45. Kt—B5, Kt—K3 (if 45. . . . Kt—Q2, then 46. K—Q5, Kt—Kt1; 47. Kt—R6, K—B1; 48. K—K4, K—K1; 49. K—B5, Kt—Q2; 50. Kt—Kt8, transposing into the previous variation); 46. R—Q6, R × R; 47. Kt × R ch, K—Q2; 48. Kt—Kt5, Kt—Kt2 (the alternative was 48. . . . Kt—B1; 49. K—B5, K—K2; 50. Kt—B3, Kt—Q2; 51. Kt—Q5 ch, K—B2; 52. P—K4, P—R3; 53. P—B3!, K—Kt2; 54. K—K6, etc.); 49. P—R6, Kt—K1; 50. K—Q5! It is *Zugzwang*! In desperation, Bannik tried 50. . . . P—B4, but he lost quickly after 51. K × P, P × P; 52. Kt—B3, K—K2; 53. Kt—K4.

The 'white-square' theme is ever recurring in Petrosian's games and plenty of cases will be found in this collection. Of course, the true test of a strategist is not exploiting a given advantage, but attaining

it in the first place. Let us watch how it is done from the position on the diagram, which arose during the third encounter between Filip and Petrosian in the 1962 Candidates' Tournament. The Czech grandmaster, recognising that the initiative had passed to Black, had just exchanged off the Rooks on the K file in an attempt to increase his prospects of a draw.

PETROSIAN



FILIP

Black to move

The game proceeded 25. . . . Kt—K3; 26. Kt—K2, P—B5; 27. P—QB3, B—Kt3; 28. Kt—B1. He should have played 28. P—QKt3 in order to prevent . . . Kt—R5. The text move leaves him in a sorry state, with his pieces unable to put up a co-ordinated resistance. As a consequence, Black can dictate the direction of the fight, and Petrosian does this to such effect that within a very short time Filip's defences are fatally compromised. I would point out that here it is the black squares (since they are not covered by the Bishops) that are the potential weaknesses.

28. . . . Kt—R5; 29. Kt(K1)—Q3, P—B4!; 30. P—Q5 (if 30. P × P, Kt(K3) × P!, White loses a pawn), Kt—B1; 31. P—B4, Kt—Q2; 32. P—QKt3, Kt—B6; 33. P—KR4, P—KR3; 34. P × Pch, P × P; 35. P—B3 (another concession; but how else can he get his King into action?), Kt—K4; 36. Kt—Kt2, P—R3; 37. K—B2, P—Kt4; 38. P—R4 (38. P—R3 looks preferable), P × RP; 39. P × P, P—R4; 40. K—K1, B—K1; 41. Kt—Kt3, Kt × RP; 42. Kt × Kt, B × Kt; 43. Kt × RP, K—K2!

Black's plan is simplicity itself—eliminate the opposing Knight. There followed 44. K—Q2, K—Q2; 45. K—B3, K—B2; 46. Kt—Kt3, B × Kt; 47. K × B, K—Kt3; 48. K—B3, Kt—Kt3; 49. K—Q3, K—R4; 50. K—B3, Kt—R5, whereupon Filip resigned.

This finale demonstrates a Knight's superiority over a so-called

bad Bishop, which is another of the World Champion's favourite devices. His liking for Knights and his exceptional dexterity with them has been attributed to the influence of Nimzovitch, whose treatises he assimilated as a boy. In accepting this as a part explanation, one may add that the pupil has outstripped the teacher! I think that Petrosian's own positional sense must take the chief responsibility and credit. It is again a question of flexibility. Though the Knight lacks the Bishop's capacity for rapid, positive strokes, it is much the more subtle minor piece. Its powers remain undiminished in situations where a Bishop is severely and permanently handicapped. Petrosian's game with Chistiakov (Club Team Championship of the U.S.S.R., Riga, 1954) is typical. Worth noting is the purposeful yet unhurried manner in which he goes about his task.

From the position on the diagram (the move before White had

CHISTIAKOV



PETROSIAN

White to move

exchanged Bishop for Knight on QB6) the continuation was 21. Kt-K5, QR-KB1; 22. P-B3, B-K1; 23. P-KR4, P-B4; 24. KR-K1, P x P; 25. P x P, Q-Kt5; 26. Q-KB2, P-KKt4; 27. P x P, R x KtP; 28. P-R3, Q-K2; 29. QR-B1, R-Kt2; 30. Q-K3, B-R4; 31. K-R3!, Q-B3; 32. P-KKt4, B-K1; 33. K-Kt3, Q-Q1; 34. R-KR1, Q-Kt3; 35. R-R2, Q-Q1; 36. R-R6, Q-Q3; 37. K-Kt2, B-Kt3; 38. R-B5, Q-Kt3; 39. Q-B3, Q-Q1; 40. Q-B1, Q-B3; 41. R-B8, Q-K2; 42. R x Rch, Q x R; 43. R-R1, Q-Q1; 44. Q-R6, Q-Q3; 45. Q-B4, Q-Kt3; 46. R-QB1!, Q-Q1; 47. K-Kt3, B-K1; 48. Q-R6, B-Kt3; 49. R-B3, Q-KB1; 50. Q-B1, B-K1; 51. R-B8, R-K2; 52. Q-Kt5 ch, K-R1; 53. Kt-Q3, Q-Kt2; 54. Q-R5, Q-B1; 55. Q-K5 ch, Q-Kt2; 56. Q-Kt8, Q-B1; 57. Q x RP, P-R4;

58. Q—Kt8, P × P; 59. P × P, K—R2; 60. R—B7, P—Kt4; 61. Kt—B4, K—Kt1; 62. R × R, Q × R; 63. Q—K5, K—B2; 64. P—Kt5, B—Q2; 65. P—Kt6ch, Resigns.

Isolated pawns, doubled pawns, and all deficiencies in the pawn formation have a paramount bearing on the flexibility of a position and as such receive special attention from Petrosian. I could go on citing instances, but instead I would ask you to refer direct to Games 20 and 47, which in their respective ways can scarcely be bettered; also to the introductory remarks in the final chapter.

A LESSON IN DEFENCE

Defensive technique forms a vital part of every master's armoury, for there are times—and they are not so infrequent—when even the greatest find themselves with the inferior game. It is precisely in these circumstances that they reveal their calibre.

Lasker was renowned for his fighting qualities under pressure, and in my opinion Petrosian deserves to be ranked in the same class. One of his most outstanding feats in this connection is his hundred-move draw with Botvinnik from the 19th U.S.S.R. Championship, 1951, which I now offer *in toto*. It was the young Tigran's first clash with the World Champion.

White: Petrosian. Black: Botvinnik. Queen's Pawn Game.
1. P—Q4, Kt—KB3; 2. Kt—KB3, P—K3; 3. B—Kt5, P—KR3;
4. B—R4, P—KKt4; 5. B—Kt3, Kt—K5; 6. QKt—Q2, Kt × B;
7. RP × Kt, B—Kt2; 8. P—B3, P—Q3; 9. P—K3, Kt—B3; 10. B—Q3, B—Q2; 11. Q—B2, Q—K2; 12. 0—0—0, P—QR4! Thanks to White's insipid opening play, Botvinnik already has the initiative.

13. P—K4, P—R5; 14. P—R3, Kt—R4; 15. QR—K1, 0—0—0;
16. K—Kt1, K—Kt1; 17. P—K5, P—Q4; 18. P—KKt4, R—QB1;
19. Q—Q1, P—QB4; 20. B—B2, Q—K1; 21. P × P, R × P; 22. P—KKt3, Kt—B3; 23. R—K3, R—R4; 24. KR—K1, B—KB1;
25. P—B4. Seeking complications in the centre.

25. . . . B—B4; 26. R(K3)—K2, Kt—K2; 27. K—R1, Q—Q1;
28. R—R1, B—R2; 29. Q—QKt1, R—B4; 30. P × P, P × P!; 31. B—B5, Kt × B; 32. P × Kt, B—Kt4; 33. R(K2)—K1, R—B2; 34. R—R2, P—Kt5; 35. Kt—R4, Q—Kt4 (see diagram on page 8).

The situation is critical for White—the hostile Bishops are sweeping his lines. Petrosian decides that a pawn sacrifice is the only means of counterplay.

36. P—B4!, P × P e.p.; 37. Kt(R4) × P, Q × KtP; 38. P—K6, P × P; 39. P × P, R(R1)—QB1. The World Champion returns the pawn in the interests of his attack; 39. . . . B—B7; 40. R(K1)—R1, B—K6 was sounder.

40. R × P, B—B7; 41. R(K1)—R1, Q—Kt5; 42. R—Kt6, Q—KB5;

Position after 35. Kt—R4, Q—Kt4.

BOTVINNIK



PETROSIAN

White to move

43. R—Kt5, Q—Q3; 44. Q—B5, B—K6; 45. Q × P! This resource ultimately saves the game. Although Black wins the exchange, he loses two valuable pawns.

45. Q × Q; 46. R × Q, B—B3; 47. R(R1)—R5, B × R; 48. R × B, R—K2; 49. R—K5, B—R3; 50. R—K4, R—B3; 51. R × P, R(K2) × P; 52. R—K4, R—B3. It may be a theoretical draw, but White must work for it.

53. K—R2, K—B2; 54. R—K7 ch, K—B1; 55. R—K2, R—B7; 56. K—Kt1, R(B7)—B3; 57. Kt—Q4, R(B3)—Q3; 58. Kt(Q2)—Kt3, B—Kt2; 59. K—R2, R—B8; 60. Kt—B2, R—B4; 61. R—Kt2, B—B3; 62. Kt—Kt4, K—Q2; 63. R—R2, K—B2; 64. Kt—B2, R—KKt4; 65. Kt—Q2, R—K3; 66. Kt—Kt4, B—Kt2; 67. K—Kt3, R—K6 ch; 68. K—R2, R—K3; 69. K—Kt3, R—K6 ch; 70. K—R2, R—K1; 71. K—Kt3, K—Kt1; 72. Kt—Kt1, R—K6 ch; 73. Kt—B3, R(K6)—Kt6; 74. R—Q2, R—Kt7. He tries a new tack.

75. R × R, R × R; 76. Kt—Q3, R—R7; 77. K—B4, R—Q7; 78. P—R4, K—R2; 79. Kt—Kt5 ch, K—Kt3; 80. P—Kt4, R—B7 ch; 81. K—Kt3, R—Kt7; 82. Kt—B3, R—Kt6; 83. K—B4, R—Kt5 ch; 84. K—Kt3, R—Kt6; 85. K—B4, B × Kt; 86. P—R5 ch, K—B2; 87. K × B, K—B3. Botvinnik is still testing his opponent; the final stages require careful calculation and good nerves of White.

88. K—B4, R—Kt5 ch; 89. K—B3, K—Kt4; 90. Kt—B5!, R—B5 ch; 91. K—Q3, R × P; 92. Kt × P, K—B3; 93. P—R6, K—Q4; 94. Kt—Q8, R—Q5 ch; 95. K—K3, R—K5 ch; 96. K—Q3, R—KB5; 97. P—R7, R—QR5; 98. Kt—B7, R × P; 99. Kt—Kt5, R—R6 ch; 100. K—K2, Drawn! The passing years and their events have lent significance to this grand struggle.

KING'S INDIAN ATTACK

Petrosian's skills in the middlegame and the ending are clear to see from the preceding examples, but little mention has been made of his treatment of the openings. Only on the rarest occasions does he employ 1. P—K4; however, apart from this omission, his repertoire is very wide (it includes, for instance, the Sicilian, French, Caro-Kann, and defending the Ruy Lopez).

As you would expect, his approach is essentially practical. With the black pieces he is content to equalise—which he does exceedingly well!—while as White he aims for a modest advantage and does not attempt to force the pace. He has often been accused of being too conservative, too cautious, and there is no denying that his tactics do sometimes have a most dampening effect on the game. But they also seem to work.

A trusty weapon of his has been the King's Indian Attack, which, together with the Robatsch Defence (1. . . . P—KKt3, etc.), belongs to the ultramodern branches of theory. The diagram shows the basic



system of development for White (i.e. a reversed King's Indian Defence) and a counter set-up for Black used by Petrosian himself. It is interesting to observe that each side can thus mobilise his forces quite independent of the other, deferring the conflict until the middlegame.

PRAGMATISM IN THE FUTURE

Petrosian's style is respected rather than admired by most chess-players. There is an unwillingness to admit that noncommittal tactics can ever be better than straightforward, positive play. But surely the ability to meet and repel every plan that can be undertaken by the adversary demands supreme skill. And Petrosian has shown himself able to do this.

In the present era of world chess there are many great players who

may legitimately hope to carry off the highest prize. As far as native gifts are concerned, they may be the equal of the World Champion; yet can they suppress their human fallibility to the extent he has? Future challengers will have to learn to apply the practical lessons from his games, to be pragmatists themselves, if they are to have a chance against him. Meanwhile, the title which Botvinnik held so long and so honourably would appear to be in safe hands.

APPRENTICE MASTER, 1946-1950

TIGRAN VARTANOVITCH PETROSIAN was born of Armenian parents (his name is evidence of that) in Tiflis, the capital of Georgia, on June 17th, 1929, and thus was in his seventeenth year at the beginning of this period. His aptitude for chess had, of course, been noticed at a much earlier age. As a boy of twelve he entered the Tiflis Palace of Pioneers and began to study the game under expert supervision. This had quick results: in 1942 he attained 1st category* standard and distinguished himself by beating visiting grandmaster Salo Flohr in a simultaneous display. How often the careers of the great start in the same way!

Steady improvement marked the next few years and by 1945 he had made a name for himself both in All-Union junior tournaments and in senior events nearer home. Within another year the young candidate master,* as he then was, had swept all before him in his age group to capture the title of Soviet Junior Champion. Game 1, taken from this event, shows that even in those early days the element of subtlety and indirectness was prominent in his style. The fine manoeuvring at the end also affords a glimpse of the future.

Petrosian's participation in the Georgian Championship of 1946 was significant for his first encounter with Paul Keres (competing *hors de concours*). The youngster displayed great resourcefulness and earned a draw with his illustrious opponent. Not long afterwards he left Tiflis for Erevan, where he took part in, and won, the Armenian Championship. This victory immediately opened the door to the tough arena of master chess—in the form of the competition for the U.S.S.R. title itself. For one as gifted as he, his first steps in that direction were surprisingly diffident and it was several years before he was to reach the Final.

Nevertheless, his mastership was officially recognised when he came fifth in the Moscow Semi-final in 1947. In order to qualify for this, he had had to win a candidate master tournament in Tiflis, and Game 2 is one of those which helped him to do so. Petrosian always has held

* 1st category and candidate master ranking in the U.S.S.R. may be reckoned as roughly equivalent to the British Chess Federation grades 4a-3b and 3a-2b respectively.

the Dutch Defence in contempt (does it not compromise Black's K side!) and the ease with which he disposes of it here is remarkable.

1948 was relatively uneventful for the young master, though his rivalry in the Armenian Championship with Kasparian, the famous endgame composer, was at its height. They drew with each other and defeated the rest. The game chosen indicates that Petrosian's ability to make adversaries overplay their hand was already developed at this time. The ending is instructive in its own right.

In his assault on the 17th U.S.S.R. Championship Petrosian was more successful. Playing once again in the town of his birth, he finished second in the Semi-final to Geller, another up-and-coming young man. Game 4 sees a dramatic struggle between two different generations, with the old master, Pogrebyssky, suffering the indignity of having his King caught in a mating net at KR4.

Petrosian's next move was a good one—he went to Moscow, where he has resided ever since. This was of immense importance as far as his further advancement was concerned, for a large proportion of the world's greatest masters lived in the capital and continual contact with them could not fail to be beneficial. If this augured well for his future, it was belied by his disastrous entry into the Championship proper. He lost his first five games! Somehow he managed to keep going and his perseverance was rewarded by a win against grandmaster Lilienthal, who clearly fell into the trap of underestimating the opposition. The said game is noteworthy for two reasons: firstly, for Petrosian's adoption of 1. P—K4; and, secondly, as an example of the superiority of two Bishops over two Knights. Allowing for the fact that he was the youngest competitor, his final placing was not considered too unsatisfactory.

In 1950 the alternation of success and partial disappointment continued. A sound performance in the Semi-final, of which Game 6 is a fine reflection, was again followed by a modest result in the 18th Championship. But he did have the satisfaction of scoring 3½ out of 5 against the grandmasters, and this included a full point from the winner, Keres. Game 7 finds him dealing another blow to the Dutch Defence. The manner in which he reduces Bondarevsky to helplessness on every part of the board attests to his growing mastery.

1

U.S.S.R. JUNIOR CHAMPIONSHIP,
LENINGRAD, 1946

Black: Y. KOTKOV

Queen's Pawn Game

1. P—Q4 Kt—KB3
 2. Kt—KB3 P—K3
 3. P—B4 P—Q4

Sometimes it is more trouble naming an opening than playing it. 'Obviously this is a Queen's Gambit Declined,' one might say, but so far there has been no gambit offered, let alone declined. And with his next move—typical Petrosian—White gives the game a rather different character.

4. QKt—Q2 P—B4
 5. P—K3

With 5. P—KKt3 we would have had a sort of Catalan.

5. Kt—B3
 6. P—QR3

A harmless-looking, yet insidious little move. Whereas an experienced master would probably have reacted at once with an exchange of pawns, Kotkov plays right into White's hands.

6. B—Q3?
 7. QP × P! B × BP
 8. P—QKt4



Petrosian's tactics have triumphed. He has reached a Queen's Gambit Accepted with not only the additional tempo of colours reversed but also a whole move extra. Considering the good reputation the defence has in normal circumstances, the outlook for Black is grim.

8. B—K2
 9. B—Kt2 0—0
 10. B—Q3 P × P

Otherwise White may tighten his grip by P—B5, leaving Black with little or no chance of counterplay. With another open file, he can hope to relieve his position by exchanges.

11. Kt × P P—QR3

Black underestimates the attacking potential of his opponent's Bishop battery. If he is to organise his defences properly, he must complete his development as quickly as possible and without setting up more targets. Better, therefore was 11. . . . B—Q2 to be followed by . . . R—B1.

12. Q—B2!

A very fine move, suddenly bringing into sharp relief the dangers Black is exposed to. At first sight it might seem a blunder, for Black can play 12. . . . B × P ch; 13. P × B, Kt × P; 14. B × P ch, Kt × B; 15. Q—B3, Kt—Q6 ch and 16. . . . Kt × B, finishing a pawn up. Only a closer examination reveals White's cunning idea—12. . . . B × P ch; 13. K—K2!! The Bishop would then have nothing better than to go back to K2, after which White

could either recover the pawn at once by $B \times Kt$ and $B \times P$ ch or, still stronger, continue 14. $QR-Q1$, $Q-B2$; 15. $Kt-Kt5$, $P-R3$; 16. $B-R7$ ch, $K-R1$; 17. $P-KR4$ with a tremendous attack. Here we can appreciate the quality of White's conception—his King is absolutely safe on $K2$ while his KR takes on an aggressive role from its initial square.

12. $P-R3$
13. $O-O$ $P-QKt4?$

Now 18. . . . $B-Q2$ was essential. The text move leaves a gaping hole on the Q side. It is true that it is not by any means obvious how White can exploit it; for instance, 14. $QKt-K5$, $Kt \times Kt$; 15. $Kt \times Kt$, $B-Kt2$ and Black has a playable game.

Petrosian solves the problem in a most original way.



14. $B \times Kt!$ $B \times B$
14. . . . $P \times Kt$; 15. $B \times B$, $Q \times QB$ simply loses a pawn, whilst

14. . . . $P \times B$ is positional suicide, e.g. 15. $QR-Q1$, $Q-K1$; 16. $B-R7$ ch, $K-Kt2$; 17. $Kt-Q6$, $B \times Kt$; 18. $R \times B$, $Kt-K2$; 19. $B-K4$, etc.

15. $QR-Q1$

Threatening a discovery on the Queen. Attempts at flight fail as follows:

(i) 15. . . . $Q-B2$; 16. $Kt-R5$, and the pin leads to gain of material;

(ii) 15. . . . $Q-K2$; 16. $Kt-Kt6$ etc.

(iii) 15. . . . $Q-K1$; 16. $Kt-Q6$, $Q-Q2$; 17. $B-K4!$

15. $B-Q2$
16. $B-R7$ ch $K-R1$
17. $B-K4!$

One must admire the precision of White's manœuvres. Each move makes a telling blow.

Black finds that 17. . . . $R-B1$ is inadequate on account of 18. $R \times B!$, $Q \times R$; 19. $Kt-Kt6$ and whether he plays 19. . . . $Q-B2$; 20. $Kt \times R$, $R \times Kt$; 21. $R-B1$ or 19. . . . $Kt \times P$; 20. $Kt \times Q$, $Kt \times Q$; 21. $Kt \times R$ a piece is lost.

17. $Kt \times P$

Despair, which as usual merely hastens the end.

18. $P \times Kt$ $R-B1$
19. $R \times B!$ $Q \times R$
20. $Kt-Kt6$ Resigns

Again White comes out a piece ahead. It is a pleasing touch that the Knight, *en prise* for six moves, should have the last word.

2

ALL-UNION CANDIDATE MASTER TOURNAMENT,
TIFLIS, 1947

Black: A. PIRTSKHALAVA

Queen's Pawn, Dutch Defence

1. P—QB4 P—KB4

If you do not wish to meet the English on its own ground, then the Dutch Defence, provided you are happy with it, makes quite a good choice. It is a challenge for the initiative that must be taken up by the first player.

2. P—Q4 P—K3

3. P—KKt3 Kt—KB3

4. B—Kt2 P—Q4

As a general principle, one should not commit oneself too readily in the opening, especially when Black. Here it is considered unwise to settle for a definite formation (i.e. by moving the QP) before White has brought out his KKt. The reason is that against the Stonewall set-up, which is characterised by pawns at QB3, Q4, K3 and KB4, he could well develop it via KR3, leaving himself free to expand rapidly in the centre by P—B3 and P—K4.

Even given the most accurate order of moves (4. . . . B—K2; 5. Kt—B3, O—O; 6. O—O, P—Q4), this system is not without drawbacks. Chiefly, it tends to leave Black with a far too rigid and limited position. The . . . P—Q3 variation, since it reserves more options, has the preference nowadays.

5. Kt—KB3 P—B3

6. O—O B—Q3

7. P—Kt3 Q—K2

With his last two moves Black has started to play anti-positionally. There was no way of improving on the simple 6. . . . B—K2, 7. . . .

O—O and waiting for White to show his hand.

8. Kt—B3 O—O

9. B—Kt2 QKt—Q2

More precise was 9. . . . Kt—K5, in order to exchange off the enemy QKt.

10. P—K3!

Preparing a fine manoeuvre, designed to clamp down on the hole at Black's K4 and so saddle him with a permanent disadvantage. It is only fair to say that it is not Petrosian's own idea. Simagin employed it in a similar position against Chistiakov in the Moscow Championship the year before.

10. . . . Kt—K5

11. Kt—K2! Q—B3

The basic plan in the Dutch, motivating Black from the very first move, consists in an attack on the K side. Accordingly, the decision to abandon it and accept a less ambitious role is not at all an easy one. But here it had to be taken, for unless the strength of White's strategy is recognised at once it will be too late.

Best, therefore, was 11. . . . P×P; 12. P×P, P—K4!, it being the one method of contesting the grip White has on the black squares. After 13. Q—B2 followed by QR—Q1, White would remain with the much better developed game.

12. Kt—B4 Q—R3

12. . . . P×P and 13. . . . P—K4 was still the best chance.

18. Kt—Q3 QKt—B3

14. KKt—K5

As long as he is in occupation of this point, it is virtually impossible for Black to undertake anything active. The strangle-hold may be broken at the expense of material—for example, 14. . . . Kt—Kt5; 15. Kt × Kt, P × Kt; 16. Q × P, P—K4—but the result is hardly encouraging.

14. Kt—Kt4

15. P—B3 Kt—B2

Behind this seeming retreat there is the reckless intention to advance the KKtP, a course which is only likely to accelerate disaster. The sensible thing to do was to prepare as much as he could for the inevitable clash in the centre by 15. . . . B—Q2 and . . . QR—K1, leaving it to his opponent to drive back the Knight.

16. Q—K2 P—KKt4?

17. QR—K1

Setting a little trap: 17. . . . P—Kt5; 18. P × KtP, B × Kt; 19. P × B!, Kt × KtP; 20. P—KR3, winning a piece.

17. P—R4

18. P—K4



Opening textbooks may in future use this position as an illustration of, on the one hand, the ideal objective for White and, in contrast, what is wholly to be avoided by Black. The negative aspects of the defence

have become accentuated—the QB is shut in behind the pawn barrier and the central weakness on the black squares is making itself felt; moreover, the virtue of aggression has rebounded on itself.

In the exchanges that result from White's thrust it is clear that Black is hopelessly outgunned.

18. B—Kt5

This explains his last move. But since the Bishop is exposed on Kt5—White is not obliged to take it—

18. . . . B—B2 was relatively better.

19. R—Q1 QP × KP

In view of the threat of P—B5 followed by P—QR3, Black must play further into White's hands by opening up the centre himself.

20. P × P Kt × Kt

21. P × Kt Kt × P

22. B × Kt P × B

23. Kt—B2!

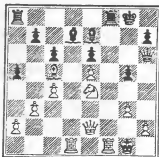
No mechanical 23. Q × P for Petrosian! He is not content with merely a good move when there is a possibility of a stronger one.

23. B—B4

24. B—Q4 B—K2

25. Kt × P B—Q2

26. B—B5



Pirtskhalava's errors have been exploited without mercy. Now with the elimination of the guardian of the black squares his defences collapse.

26. R × R ch
 27. R × R B × B ch
 Or 27. B—Q1; 28. R—B6
 ch, Q × R (28. K—Kt2;
 29. Q—B3, Q—Kt3; 30. R—Kt8
 ch!); 29. B × Q, K × B; 30. Q—R5,
 winning easily.

28. Kt × B B—K1
 If 28. R—Q1 or 28.
 B—B1, then 29. Q—Q2 is im-
 mediately decisive.

29. R—B6 B—Kt3
 30. Kt × KP P—Kt5
 In the faint hope of struggling on
 by 31. Q × P, Q—K6 ch and
 Q × KP.

31. Kt—B4 Q—Kt!

32. Kt × B

The Knight performs its last duty
 —to uncover the black King a little
 more.

32. P × Kt

33. R—B4 K—Kt2

Total passivity by 33.
 R—K1; 34. P—K6, Q—K2;
 35. R—K4, etc., would be equiva-
 lent to resignation.

34. Q—K3! Q—Q1

35. P—K6 Q—K1

36. R—B7 ch Resigus

3

8th ARMENIAN CHAMPIONSHIP,
EREVAN, 1948

White: K. KALANTAR

Queen's Pawn, Bogoljubow Defence

1. P—Q4 Kt—KB3

2. P—QB4 P—K3

3. Kt—KB3

How should Black take this slightly enigmatic move? Does it mean that his opponent dislikes or is afraid of meeting the Nimzovitch Defence and therefore has already, in a sense, surrendered the initiative? Or is it that White wants to get him into a Queen's Indian, believing that he will be able to keep on top then? The answer must be a subjective one.

3. B—Kt5 ch

He chooses the reply that was probably least expected. Although it is so rarely used, it gives a sound enough game.

4. B—Q2 Q—K2

5. P—KKt3 Kt—B3

Black's plan is unfolding. As in the Milner-Barry (or Zürich) Variation of the Nimzovitch itself, he is aiming, once his KB has been exchanged off, to free its colleague and at the same time secure a hold on the centre by playing P—K4.

6. B—Kt2 B × B ch

7. QKt × B

But not 7. Q × B, Kt—K5!;
 8. Q—B2, Q—Kt5 ch; 9. Kt—B3,
 Kt × Kt; 10. Q × Kt, Q × Q ch;
 11. P × Q, P—Q3, when White has
 nothing to show for the doubled
 pawns.

7. 0—0

8. 0—0 P—Q3

9. P—K4 P—QR4

An example of prophylaxis. It looks ahead to the time when the pawn position in the centre has become fixed and White's main weapon of attack consists in a general advance on the Q side. However, it is not essential; some four years later, in the Interzonal Tournament at Stockholm, Petrosian played 9. . . . P—K4 at once against Unzicker, obtaining an equal game after 10. P—Q5, Kt—Kt1; 11. P—QKt4. B—Kt5; 12. Q—B2, B × Kt; 13. Kt × B, P—QR4; 14. P—QR3, Kt—R3; 15. QR—Kt1, P × P; 16. P × P, P—B4!

10. Q—B2

A good alternative is 10. P—Kt3, to be followed by P—QR8 and later P—QKt4. Weak, on the other hand, is 10. P—K5, P × P; 11. P × P, Kt—Q2; 12. Q—K2, Kt—B4, with excellent play for Black.

10. Kt—Q2

11. P—Q5 Kt(B3)—Kt1

These two retreating moves by the Knights have not been made with a view to defence; rather the reverse. In closed positions considerations of time and even space are often less important than specific features like the pawn formation and weak squares. Black's scheme, therefore, is to tempt White into overreaching himself by pushing on prematurely and creating points in his own camp that are vulnerable to counter-attack.

12. Kt—Q4 Kt—B4

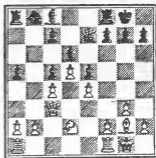
13. Q—B3 P—K4

14. Kt(Q4)—Kt3

14. Kt—B5, B × Kt; 15. P × B would show a definite deterioration in his pawn structure, and the use of his K4 would not be sufficient compensation.

14. P—QKt3

15. Kt × Kt KtP × Kt



White's manoeuvring of his Kk1 and particularly its exchange has not been happy. Instead of gaining ground on the Q side, he has now been brought to a standstill there; what is more, with his centre pawns placed on white squares his Bishop has decreased in strength compared with the other minor pieces.

The following variation shows how easily White can slide into trouble: 16. P—B4, Kt—Q2; 17. Kt—Kt3, P—R5; 18. Kt—R5, Q—B3; 19. Kt—B6, P × P; 20. Q × Q (not 20. Q—Q2, Kt—Kt3; 21. R × P, Kt × BP; 22. Q—K2, Q × P, etc.), Kt × Q; 21. Kt—K7 ch (or 21. P × P, R—K1; 22. P—K5, Kt—Kt5; 23. KR—K1, B—Q2; 24. P × P, P × P; 25. B—R3, P—R4, and Black stands well), K—R1; 22. Kt × B, QR × Kt; 23. P × P, KR—K1; 24. KR—K1, R—K2; 25. R—K2, QR—K1; 26. QR—K1, Kt—R4; 27. R—KB2, P—B4!

16. P—B4 Kt—Q2

17. B—R3

Kalantar realises the long-term danger in the position and decides to try to avert it by an immediate assault on Black's centre. It is met with the greatest precision.

17. R—K1!

18. QR—K1 Q—B3

19. B × Kt

The pressure could not well be stepped up by 19. Kt—B3 on account of the reply 19. . . . P × P. The text move envisages a forcing

continuation taking the enemy strong-point.

19. B x B
 20. P x P Q x P
 21. Q x Q R x Q
 22. Kt—B3 R—K2
 23. P—K5

White has achieved his end, but where is he to go from here? Were he able to maintain the position in the centre, he could claim an advantage. He cannot: he is forced to exchange pawns, after which the soundness of Black's game is no longer in any doubt.

23. QR—K1
 24. P x P R x R
 25. R x R

To concede the file by 25. Kt x R is scarcely worth considering.

25. R x R ch
 26. Kt x R P x P



At first glance it might seem that White has fair chances in this ending, for his pawns are more compact than Black's (two groups as against three) and the general stability of the situation should be to the Knight's benefit. A closer examination shows that there are other factors which far outweigh these and bring down the advantage heavily on Black's side. They are:

(i) Black's K-side majority is potentially active, whereas White's on the Q side is permanently crippled;

(ii) the black King has a route into the centre along the weakened black squares;

and (iii) the Bishop is able to worry White by threatening to attack his pawns on the Q side.

By exploiting these points, Petrovian rapidly takes over the initiative.

27. K—B2 P—B4!
 28. K—K3 K—B2
 29. Kt—Q3 B—B1
 30. P—Kt3

Black had intended to provoke this, anyway, by . . . B—R3. It is the first step in reducing White to passivity.

30. P—Kt4
 31. K—B3 K—B3
 32. K—K3 B—Q2
 33. K—B3 B—K1

Manœuvring the Bishop round so as to penetrate into the enemy camp.

34. K—K3 P—R3
 35. K—B3

White puts his faith in pure defence. If he tries to counter-attack with his Knight on the Q side, he finds his threats easily parried, e.g. 35. Kt—Kt2, B—R4; 36. Kt—R4, K—K4; 37. Kt—Kt6, P—B5 ch; 38. P x P ch, P x P ch; 39. K—B2, B—Kt5, etc.

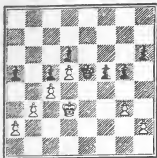
35. B—R4 ch
 36. K—K3 B—Q8
 37. K—Q2 B—B6
 38. K—K3 B—K5

Decisive; on 39. Kt—B1 there comes 39. . . . K—K4, followed by . . . P—B5 ch, pushing White further and further back.

39. K—Q2 B x Kt!
 40. K x B K—K4

The King and pawn ending is the simplest of wins for Black, because he is to all intents and purposes a pawn up. It provides us with a perfect example of the relative value of mobile and immobile majorities.

Position after 40. $K \times B$ $K-K4$



41. $K-K3$ $P-B5$ ch

42. $P \times P$ ch $P \times P$ ch

43. $K-B3$ $K-B4$

44. $K-B2$

Or 44. $P-QR3$, $P-R4$; 45. $P-KR4$, $K-K4$, and White must retreat.

44. $K-K5$

45. $K-K2$ $P-B6$ ch

46. $K-B2$ $K-B5$

47. $P-KR4$ $P-R4$

48. $P-R3$ $K-K5$

Resigns

Since the break by $P-Kt4$ is too late—49. . . . $RP \times P$; 50. $P \times P$, $P \times P$; 51. $P-B5$, $K \times P$, etc.

4

SEMI-FINALS, 17th U.S.S.R. CHAMPIONSHIP, TIFLIS, 1949

Black: I. POGREBYSSKY

Queen's Pawn, Grünfeld Defence

1. $P-Q4$ $Kt-KB3$

2. $P-QB4$ $P-KKt3$

3. $Kt-KB3$ $B-Kt2$

4. $P-KKt3$

In the last few years this fianchetto has lost ground as a means of combating the King's Indian, being replaced by systems involving a more immediate and aggressive occupation of the centre. Petrosian's part in this trend is clear to see in later games.

Here, of course, White may have been prepared for the Grünfeld anyway.

4. $0-0$

5. $B-Kt2$ $P-Q4$

6. $P \times P$ $Kt \times P$

The basic idea behind Black's play is, as in the Alekhine Defence,

to provoke his opponent into making premature pawn advances. Inevitably there is a considerable element of risk in such a policy, for nobody can predict the outcome with certainty and pawns which prove weak in one game may, given some new finesse, become a crushing force in the next. All this is typical of the modern approach to the openings—a willingness to make concessions of some sort in the belief that real counter-chances will be obtained in return.

7. $0-0$ $P-QB4$

8. $P-K4$ $Kt-KB3$

8. . . . $Kt-Kt3$ went out of favour with the game Botvinnik-Novotelnov, Tchigorin Memorial Tournament, Moscow, 1947, which

continued 9. P—Q5, P—K3; 10. B—Kt5, P—B3; 11. B—K3, Kt—R3; 12. Kt—B3, Kt—B5; 13. B—B1, P—K4; 14. Kt—QKt5, B—Q2; 15. P—QR4, etc.

9. P—K5 KKt—Q2

Tempting fate a little too far. He should play 9. . . . Kt—Q4, to which White normally replies 10. P×P, with an intense struggle ahead.

10. Kt—Kt5!



A very useful opening principle refers to the danger of moving the same piece twice before completing one's development. In this game Black's whole strategy has so far been a negation of this—yet it cannot be condemned as wrong—and now White 'errs' as well. Knowing principles is good; knowing how to break them is better!

The Knight move is the only way to obtain the advantage. It fulfils two functions: permits him to consolidate his KP by P—B4 and at the same time threatens the disruptive P—K6.

10. P×P

He has no choice. After 10. . . . P—K3; 11. P—B4 White has secured his spacial advantage and Black's play has failed accordingly.

11. P—B4

Too slow now. 11. P—K6 gives excellent chances: for instance,

11. Kt—K4; 12. P×P ch, Kt×P; 13. Q—Kt3, P—K3; 14. B×P, B×B; 15. Q×B, Kt×Kt; 16. B×Kt, Q×B (though 16. . . . Q—Kt3 is better. White still has the upper hand after 17. Q×Q, P×Q; 18. R—K1—weak black pawns); 17. Q×R, Q—Kt4; 18. Kt—R3, Q×P; 19. Q×P, Kt—B3; 20. Q—Q7, Kt—K4; 21. Q×P ch (Donner-Bouwmeester, Munich, 1954).

11. Kt—B4

If 11. Kt—QB3 (reckoning on 12. P—K6, Kt—B4; 13. P×P ch, K—R1!), White could probably get away with 12. B×Kt, P×B; 13. Q×P, the initiative and command of the centre being his.

12. P—QKt4



This is really the decisive moment. White realises that he must play with the utmost vigour—having failed to do so on the previous move! His idea here is that after 12. . . . Kt—K3 (not 12. . . . KKt—R3; 13. P—QR3!); 13. Kt×Kt, P×Kt Black's KB would be shut out of the game for good while his other one would be little better off. And the QP would be sure to fall.

So, what is Black to do? He must play vigorously himself and instead of P×Kt be ready to sacrifice the exchange by 13. . . . B×Kt; 14. B×P, B—Q4; if he accepts, White is left desperately weak on the white squares. Petrosian, who pointed out this possibility

afterwards, would probably have exchanged Bishops and tried to make something out of the temporary isolation of the QP. The likelihood of his succeeding would not appear to have been very great.

But Pogrebyssky panics and in a vain attempt to drive back the enemy Knight gets his King position compromised.

12. P—B3?
 13. P × P! P × P
 14. Kt × P K × Kt
 15. P × Kt Kt—B3
 16. B—Kt2 Q—B2

Defending the QP indirectly, e.g.
 17. B × Kt, Q × B; 18. Q × P, B—R6; 19. R—B2, QR—Q1, etc. However, since there was not so much to lose now, he might have boldly played 16 B—B4 and hoped for some counterplay if White took the pawn.

17. Kt—Q2 B—K3
 18. Kt—K4 QR—Q1
 19. P—KR4!

By this energetic thrust White shows up the true weakness of his opponent's K side. Though Black has got all his pieces out, they are powerless to stop the onslaught.

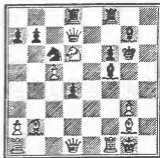
19. Q—Q2
 20. P—R5 B—Kt5

Seeming to block the way, but White has a small combination ready.

21. P × P ch K × P
 22. P—B5 ch B × P

If 22. . . . Q × P, then 23. Q—Kt1! forces Black to expose himself to a deadly discovered check; while if 22. . . . K—R4, there is the drastic finish 23. Q × B ch!, K × Q; 24. R—B4 ch and mate next move.

23. Kt—Q6!



The quiet point. Petrosian concludes the attack with a series of elegant strokes.

23. B—Kt5
 24. B—K4 ch K—R4
 25. R—B4!

An echo of a previous idea; if 25. . . . B × Q, then 26. R—R4 ch, K—Kt4; 27. B—B1 mate.

25. P—B4
 26. R × B P × R
 27. Q—Q2

Threatening mate in two by Q—R2 ch.

27. R—KR1
 28. K—Kt2! Resigns

5

17th U.S.S.R. CHAMPIONSHIP,
MOSCOW, 1949

Black: A. LILIENTHAL

Four Knights' Game

- | | |
|-----------|--------|
| 1. P—K4 | P—K4 |
| 2. Kt—KB3 | Kt—QB3 |
| 3. Kt—B3 | Kt—B3 |
| 4. B—Kt5 | B—Kt5 |

The Rubinstein Counter-Attack (4. . . . Kt—Q5) is sound enough, but Lilienthal was no doubt unwilling to provide the 'novice' with a ready-made simplifying line—

3. Kt × Kt, P × Kt; 6. P—K5, etc.

- | | |
|----------|--------|
| 5. 0—0 | 0—0 |
| 6. P—Q3 | B × Kt |
| 7. P × B | P—Q3 |
| 8. B—Kt5 | Q—K2 |

This and his next two moves constitute the Metger Defence; while holding on firmly to the centre Black seeks to unpin himself and drive back the aggressive Bishops.

- | | |
|-----------|-------|
| 9. R—K1 | Kt—Q1 |
| 10. P—Q4 | Kt—K3 |
| 11. B—QB1 | P—B4 |



Here we have a position which is not only of fundamental importance for the theory of the opening but also extremely interesting from the

point of view of general strategy. It is a question of Bishops versus Knights and of the advantages and disadvantages of the doubled pawn complex.

Nimzovitch considered that White was not in an attacking but a 'crouching' position and that any move on the part of his central pawns would disclose their dynamic weakness. He recommended Black's last move as the correct way to challenge them.

On the other hand, Botvinnik has frequently demonstrated that this type of position can be very favourable for White if he can stabilise the situation in the centre and consolidate a piece—preferably his KB—on Q5. To this end the continuation 12. P × KP, P × P; 13. B—QB4 (not 13. Kt × P?, Kt—B2, etc.) is well worth considering.

- | | |
|----------|------|
| 12. B—B1 | Q—B2 |
|----------|------|

Inconsequential play; Black could and should have carried out his positional threat of 12. . . . BP × P; 13. P × P, Q—B2 with prospects on the QB file. He is not given a second opportunity.

- | | |
|----------|-------|
| 13. P—Q5 | Kt—Q1 |
|----------|-------|

13. . . . Kt—B5 would allow White to break up the centre to his advantage by 14. B × Kt, P × B; 15. P—K5, P × P; 16. Kt × P. Petrosian supports this as follows: 16. . . . R—Q1; 17. P—B4, P—QKt4; 18. Q—B3, B—Kt2 (or 18. . . . P × P; 19. P—Q6, Q—Kt2; 20. Q × P, etc.) 19. QR—Q1, P × P; 20. B × P, R—Q3; 21. B—Kt3.

It should be noted that while Black has succeeded in immobilising the enemy pawns this is not necessarily a permanent state of affairs. White immediately starts preparing for a thrust on the K side with P—KB4.

14. Kt—R4 Kt—K1
 15. P—Kt3 Q—K2
 16. Kt—B5 B × Kt

Otherwise this Knight may settle on QB4 and harass him on all sides. However, leaving oneself with two Knights against two Bishops, even in a closed position, is a serious step. It may be all right in theory, but in practice many difficulties are involved. The trouble is that the player with the Knights must be extremely cautious about changes in the pawn formations, whereas his opponent can undertake almost any action he likes.

The rest of the game affords a good illustration of the way the Bishops work towards the breaching and ultimate collapse of the opposing defences.

17. P × B Q—B3
 18. Q—Kt4 Q—K2
 19. B—KKt5 Q—Q2
 20. P—QR4 P—B3

After some none too happy manoeuvring with his Queen, Black was faced with the threat of 21. B—Kt5, Q—B2; 22. B × Kt, R × B; 23. B—B6 and wins.

21. B—Q2 P—KKt3

Is not this helping White? Yes; but if he does nothing to relieve his rather cramped position, White will build up a K-side offensive at his leisure. That is Black's dilemma.

22. B—R3 Q × BP

Not 22. Kt—Kt2?; 23. P × P!, winning a pawn; while if 22. P—KKt4, White simply retires his KB again and gets ready to strike back with P—R4.

23. Q × Q P × Q

24. B × P Kt—Kt2
 25. B—Q3 P—B4

He ought to have played 25. Kt—B2 and kept his pawns firmly entrenched where they were. By weakening his support to the strong-point at K4 he makes it easier for White to undermine it. It is doubtful whether Black's game can be saved after this.

26. P—KB4 P—K5

Closing the position again, but the respite is only temporary. With every new advance the Knights find it harder to plug the gaps. 26. Kt—B2 was therefore the better choice.

27. B—K2 R—B1
 28. P—B4 Kt—K1
 29. P—R8 Kt—KB3
 30. P—Kt4!



White's strategy has won the day. The barrier of enemy pawns that curbs his Bishops can no longer be maintained.

30. P × P
 31. P × P R—QB2
 32. K—B2 P—KR3
 33. R—R1 P—K6 ch

A desperate attempt at counter-play. Passive defence was hopeless in any case; for example, 33. K—Kt2; 34. B—QB3, K—Kt3; 35. K—K3, R—R2; 36. QR—KKt1, Kt—B2; 37. P—Kt5, P × P; 38. P—B5 ch!, winning a piece.

34. B × P Kt—K5 ch

35. K—Kt2 Kt—B2
 36. B—Q3 R—K2
 37. QR—K1 KR—K1
 38. B—QB1 Kt—B6
 The Knight makes a sortie at last.

39. R × R R × R
 40. P—R5 P—Kt3

41. P × P P × P
 42. B—Q2 Kt—K7
 43. P—B3!
 And gets trapped. As is fitting,
 the Bishops have had the final say.

43. P—Kt4
 44. K—B3 Resigns

6

SEMI-FINALS, 18th U.S.S.R. CHAMPIONSHIP,
 GORKY, 1950

Black: P. SIDOROV

Queen's Gambit Declined, Orthodox Defence

1. Kt—KB3 Kt—KB3
 2. P—Q4 P—Q4
 3. P—B4 P—K3
 4. Kt—B3 P—B3

Up to here either player had revealed his hand. But now Black, by resuming the initial position of the Semi-Slav, seems to be showing aggressive intentions, Petrosian's reaction is interesting. He is unwilling to run the hazards of a meeting a prepared variation in the Meran (5. P—K3, QKt—Q2; 6. B—Q3, P × P; 7. B × BP, P—QKt4) or the even sharper Anti-Meran (5. B—Kt5). He wants to keep the play on a line of his own choosing.

5. P × P KP × P

Sidorov is determined to have a keen struggle. The alternative Exchange Variation (of the Slav), which he could have had by recapturing with the other pawn, is considered to give Black a comfortable, if dull, game.

8. Q—B2 B—Q3

The Bishop is better placed on K2, where it can counter White's

B—KKt5 (cf. Game 12). The point is that before undertaking anything else Black should think in terms of equalising.

3. B—Kt5 0—0
 4. P—K3 QKt—Q2
 5. B—Q3 Q—B2

This would not have been necessary had his sixth move been correct. Black has now the same battery of Queen and Bishop as White, but in effectiveness there is no comparison—especially after White's reply.

10. 0—0—0!

Indeed, Black's pieces are, as it were, facing the wrong direction.

Normally the so-called minority attack (for a discussion of which again turn to Game 12) is the first choice, while castling Q side and advancing on the other wing, being rather double-edged, is less frequently seen. In this case it is clearly the right strategy, for Black is ill-prepared for making a counter-attack.

10. R—K1
 11. P—KKt4



There is to be no time-wasting. Already Black is faced with the threat of 12. B × Kt, Kt × B; 18. P—Kt5. Since both 11. Kt × P and 11. P—KR3 would only accelerate trouble, he decides to give up a pawn and try to use the respite to start his own plans moving. It is the best practical chance.

11. K—R1
 12. QR—Kt1 P—Kt4
 13. B × Kt Kt × B
 14. P—Kt5 Kt—K5!
 15. Kt × Kt P × Kt
 16. B × KP B—K3

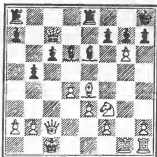
The sacrifice has resulted in an opening of lines in the centre and on the Q side and, consequently, in the increased activity of Black's pieces. His Bishops, in particular, have suddenly become hostile and could easily take the lead in a dangerous attack on the white King.

At the same time, White finds that his attack has slowed down, and despite the promising beginning six moves ago he still lacks an open file on the K side. How, then, can he put new life into his game and get the initiative back? Petrosian provides an energetic answer.

17. P—Kt6!

The main point is the clearance of the KKt5 square for the Knight, an idea which cannot be foiled by

Position after 17. P—Kt6



17. P—B3 because of 18. P × P followed by Kt—R4—Kt6 ch.

17. RP × P
 18. Kt—Kt5 P—KB4

Otherwise (for instance, 18. B × QRP) White smashes his way through by 19. B × KtP. The same would have applied if the BP had made the capture on the previous move.

19. Kt × B R × Kt
 20. B—B3!

He could win a pawn by 20. B × QBP, but that would be entirely contrary to the theme of the game and, moreover, give his opponent renewed hopes of counterplay after 20. R—QB1; 21. P—Q5, R—K5.

20. R—QB1
 21. P—KR4 P—B4
 22. P—Q5

Spelling the end for Black; he can now do nothing to stop the storm breaking on the K side.

22. R—B3
 23. P—R5 P—Kt4

Or 23. P × P; 24. R × P ch, K—Kt1; 25. R × P, etc.

24. R × P P—QB5
 25. K—Kt1

But not 25. R × BP?, P—B6!, when the pawn cannot be by-passed by 26. P—Kt3 on account of 26. B—R6 ch.

25. QR—B1
 26. KR—Kt1 QR—B2
 27. R—Kt6l' B—K4
 28. P—R6 P × P
 29. R—Kt8 ch K—R2
 30. B—R5 R—B1

An exchange of Rooks is forced now, since if 30. R—K2, then 31. P—B4, B—Q3; 32. Q—Kt2 is crushing (33. R—R8 ch is the threat).

31. R × R R × R
 32. P—B4 B—Kt2
 33. B—Kt6 ch K—R1
 34. B × P

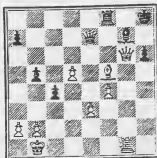
Three connected passed pawns in the centre represent a tidy profit—and the assault is not finished yet.

34. Q—B4
 34. Q—Q3; 35. Q—Kt2, Q—KB3; 36. P—K4 was just as bad.

35. Q—Kt2 Q—K2
 36. Q—Kt6

In a way this would have been a fitting moment for Black to resign. His Kk3 has proved a fatal square

Position after 36. Q—Kt6



for him, and now White's most powerful piece has settled on it. Sidorov reckons he ought to fight on a little longer.

36. R × B
 37. Q × R Q × P
 38. R—Q1 Q—B7

If 38. P—B6, White ignores it. The QP wins for him.

39. Q—B2 Q × P
 40. P—Q6 Q—B1
 41. P—Q7 Q—Q1
 42. Q—Kt6l Resigns

7

18th U.S.S.R. CHAMPIONSHIP,
 MOSCOW, 1950

Black: I. BONDAREVSKY

Queen's Pawn, Dutch Defence

1. Kt—KB3 P—K3

There are people who play this against any opening move by White. Perhaps it is the only reply that unquestionably deserves such a strange distinction.

2. P—Kk3 P—Kb4

3. B—Kt2 Kt—KB3

4. 0—0 B—K2

5. P—Q4 0—0

6. P—B4 P—B3

He intends to adopt the Stone-wall formation and decides on this order of moves to avoid the possibility of his black-squared Bishop

being exchanged by P—Kt3 and B—QR3 (this way he has . . . P—Q8 in reserve); not that there is anything really to be feared in that.

7. Q—B2 Q—K1

The manoeuvre . . . Q—K1—Kt3 (or R4) is the normal method of preparing the K-side attack. Here he starts it while waiting for White to reveal his hand more.

8. QKt—Q2 P—Q4

9. Kt—K5

Petrosian is employing the same strategy as he did against Pirtskhalava—placing his Knights on Q3 and KB3 in order to exploit the hole at Black's K4. What is interesting is that he has found an entirely different route for them to take.

9. QKt—Q2

10. Kt—Q3! Kt—K5

11. Kt—B3

White has avoided relieving Black's game by exchanges and is now ready to begin the drive forward in the centre. This is a critical moment for the second player, for he must seek counterplay on the K side and yet not overreach himself there; 11. . . . Q—R4 seems natural. Instead, Bondarevsky tries to combat White's plans by striking out first on the other wing, a policy as wrong as it is anti-thematic.

11. Kt—Q8

12. P—Kt3 P—QKt4?

13. P—B5! Kt—B2

14. P—QR4

The new extension to the wall must fall, after which Black is left with a weakened and exposed Q side, not at all what he had bargained for.

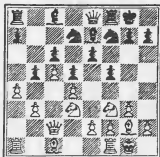
14. P × P

15. R × P B—B3

16. B—Kt2 P—QR3

For the one and only time, he could have played . . . P—K4 here. Although it would have greatly

Position after 14. P—QR4



freed his pieces—after, for instance, 17. P × P, Kt(B2) × P; 18. KR—R1, Kt × Kt; 19. P × Kt, B × B; 20. Q × B, Kt × P; 21. R × P—White's too would have had the board opened up for them. And open positions invariably favour the side with the initiative.

17. Kt(B3)—K5 Kt(B2) × Kt

18. P × Kt B—K2

19. P—B4 R—Kt1

If 19. . . . P—Kt4, White replies 20. P × P!, B × P; 21. B—B1! Black's problem is to find a constructive plan which does not help his opponent.

20. KR—R1 R—Kt4

21. P—QKt4!

21. B—Q4 was superficially correct, but White would like to see his Knight on Q4; moreover, he wishes to preserve the possibility of B—QB1, as mentioned in the previous note.

21. P—KR4

Bondarevsky has not yet had all the fight squeezed out of him! He is aiming to win some space on the K side and so perhaps put White out of his methodical stride.

22. B—QB3 P—R5

23. P—K8 Kt—Kt1

Unfortunately, this passive step is necessary, as White is threatening to bring his KB to bear on the QR4.

24. Kt—K1 R—Kt2
 Better was the preliminary
 24. P x P. As played, Black
 loses the benefit he expected from
 the advance of the KRP.

25. P x P! B x RP
 26. Kt—B3 B—Q1
 27. P—R4!



It is clear that Black's last chance of doing anything active— P—KKt4—has gone. The outlook is one of grim defence behind his pawn barrier.

27. Q—R4
 28. B—K1 B—Q2
 29. Q—B2 K—B2?

A final error, shortening the game by many moves. He had to return his Bishop to QB1 to protect his QRP, in which event it would still have required a long campaign of White to breach the defences (the KKt file is the weak spot). As soon as the pawn is removed, there is nothing to hold the attacker off.

30. B—B1 R—R1
 31. B x P Kt x B
 32. R x Kt B—K2
 33. R—R7 KR—QKt1

He attacked the enemy RP in vain and now he has had to give up. The end is not far away.

34. R x R R x R
 35. Kt—Q4 Q—R1
 36. Q—Kt3 Q—QKt1

Black was almost in Zugzwang; for instance, Bishop moves permit R—R8, whilst the threat of P—Kt5 continually hangs over him.

37. P—R5 R—R2
 38. R—B1!

Avoiding a subtle trap— 38. R x R, Q x R; 39. Q—Kt6 ch, K—B1; 40. Kt x P ch, B x Kt; 41. Q x B, Q—R8!; 42. Q—B8 ch, K—B2; 43. Q x P ch, K—Kt1, and White must either give perpetual check or lose his Bishop.

38. Q—Kt1
 39. Q—Kt6 ch K—B1
 40. P—Kt5

This inevitable breakthrough is the stronger for being delayed. If 40. P x P, then 41. P—B6, B—B1; 42. Kt x KtP and 43. Kt—Q6 wins.

40. Q—B2
 41. P x P B—B1

Black sealed this move and the next day, in view of the continuation 42. Q x Q ch, K x Q; 43. Kt—Kt5, R—R1; 44. Kt—Q6 ch, K—B1; 45. P—B7, he resigned.

RAPID PROMOTION, 1951-1952

THE SUCCESSES achieved by Petrosian in the period described in Chapter I were by no means exceptional and, indeed, do not compare with the feats of Botvinnik, Bronstein, and more recently Spassky when in their teens. Before he could emerge from the ranks of the ordinary masters it was clear that he would have to fulfil his early promise with a really convincing performance in a strong tournament. The breakthrough came suddenly, and in the space of little over a year he attained international honours.

It began in the summer of 1951, when Petrosian took first place in the Sverdlovsk Semi-final of the 19th U.S.S.R. Championship, ahead of not only Geller and Averbakh, but also Boleslavsky, joint winner of the 1st Candidates' Tournament the previous year. In Game 8 we see him in most dashing mood, sacrificing a Knight for several pawns and an enduring attack; the final stages underline the limitations of the minor piece on an open board.

The next few months were spent following up this good result. He became Champion of Moscow—a great distinction for a young aspirant—returned to Tiflis and shared second prize in a tournament there, and visited Tashkent, where he easily defeated Mukhitdinov in a qualification match for the title of Soviet master (the Uzbek player being the challenger).

Back in the capital again in the autumn, Petrosian prepared himself for his third shot at the national championship. The entry was a formidable one, since the tournament was also a preliminary (zonal) event in the current world championship series; moreover, World Champion Botvinnik and chess aces Bronstein, Smyslov, and Keres were all competing. Petrosian made another bad start, losing to two outsiders. In the third round, however, he drew with Geller (by now a master of repute) and in the fourth he ground out a win against Bondarevsky in eighty-two moves. This game, with its patient probing from an advantageous position, illustrates the practical side of Petrosian's technique.

That was the turning-point; he had found his confidence. He gradually climbed the list and putting in a magnificent finishing spurt of 5½ out of 6, almost overtook the holder, Keres. All the other

leading grandmasters, Botvinnik included, were behind him. It was an outstanding achievement.

Paradoxically, although Petrosian now had the right to play in the Interzonal Tournament, he had as yet no experience of international chess. The first opportunity to redress this anomaly came the following March, when a powerful Soviet contingent took part in a big event in Budapest to commemorate the deeds of the late Hungarian grandmaster, Geza Maróczy. Petrosian met with some rather severe defeats, but as compensation he recorded his second win (Game 10) against Keres, who was lulled into carelessness by his opponent's conservative tactics.

His victory over Barcza in Game 11 was the forerunner of many with the King's Indian Attack. It emphasises the dangers Black is exposed to if he fails to establish sufficient counterplay on the Q side.

The hard lessons learnt in competition with the world's finest players paid handsomely in the Interzonal at Stockholm later in the year. While Kotov proceeded to the greatest triumph of his career, Petrosian and the other representatives of the younger school demonstrated the increasing superiority of Soviet chess by occupying the next four places. As well as graduating from international master to grandmaster and gaining a coveted spot in the Candidates' Tournament, Petrosian had managed to negotiate the long and gruelling contest without the loss of a single game. Thus was born the legend of invincibility that surrounds his name. The last game in this chapter shows him outplaying an amateur master with ruthless efficiency.

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8

SEMI-FINALS, 19th U.S.S.R. CHAMPIONSHIP,
SVERDLOVSK, 1951

Black: G. ILIVITSKY

Queen's Pawn, Nimzovitch Defence

- | | |
|-----------|--------|
| 1. P—QB4 | Kt—KB3 |
| 2. Kt—QB3 | P—K3 |
| 3. P—Q4 | |

cases he uses it as a means of transposition.

Although Petrosian quite often opens with 1. P—QB4, he is not a specialist in the English. In most

- | | |
|------------|-------|
| 8. | B—Kt5 |
| 4. P—K3 | O—O |
| 5. B—Q3 | P—B4 |

6. Kt—B3 P—Q4

7. 0—0

So orthodox have these moves become in recent years that they have earned the name Modern (or Normal) Variation. Here Black must pause to consider his future middlegame strategy and make his choice of continuation accordingly.

7. BP × P

8. KP × P P × P

9. B × P Kt—B3

10. P—QR3 B—K2

It would not be wise to yield White the two Bishops by 10. . . . B × Kt, the position being an open one. By exchanging in the centre (his seventh and eighth moves) Black has broken the tension and steered the game away from the lines of the Nimzovitch Defence towards those akin to the Queen's Gambit Accepted. In the new situation the plans for both sides are clearly defined: White will try to exploit his advantage in space and easier development to build up an attack; Black, relying on the inherent soundness of his formation, will aim for simplification and finally an ending where the isolated pawn will prove a weakness. Theory tends to favour White.

11. R—K1 P—QKt3

12. B—R2

Preparing the battery of Queen and Bishop on the diagonal QKt1—KR7. At this stage both players are quietly completing the deployment of their forces, and it is not possible to say whether any one move is definitely the best. White, in particular, has a large number of possibilities.

12. B—Kt2

13. B—KB4 R—B1

14. Q—Q3 Kt—Kt1

With the idea of driving the Queen away again by . . . B—R3. Not surprisingly, this artificial manoeuvre turns out to be too slow and White seizes the chance to launch a

vicious assault. Better is 14. . . . Q—Q2, though by 15. QR—Q1, Kt—Q4; 16. B—Kt1, P—Kt3; 17. B—R6, KR—K1; 18. Kt—K4 White maintains a strong initiative (Najdorf-Reshevsky, 2nd match game, 1958). It seems that the practical difficulties may be too much for the defender in this line.

15. Kt—KKt5!

Now Black must reckon with, among other things, the danger of R × P!, P × R; Kt × KP, etc.

15. B—R3

16. Q—R3 Q × P

Otherwise the KP would go for nothing. Having his Queen in the fray at least promises an active resistance, e.g. 17. B—K5, Q—KKt5!

17. R—K4

It also brings its own problems, for now he faces an awkward decision regarding where to put it. In spite of that, at once 17. B × Kt was objectively the best.

17. Q—Q6

17. Q—Q2 offered fair chances of survival too. White may indeed reply 18. R × P, but there is no obligation to recapture and in the resulting complications the attacker may easily miss his way.

18. R—K3 Q—Q5

If here 18. . . . Q—Q2, then 19. Kt × KP (which on the last move could have been answered by . . . Kt × R), KR—K1; 20. QR—Q1, followed by Kt × P, wins quickly; for example, 20. . . . Q—Kt2; 21. Kt × P, K × Kt; 22. Q—R6 ch. K—R1; 23. B—K5, R—B3; 24. Kt—Q5, etc.

Better than trying to repeat the position, however, was 17. . . . Q—Kt3. In that case White achieves little by 18. B—Kt1, Q—R4; 19. B × P ch, K—R1, while even after 18. Kt × KP!, P × Kt!; 19. Q × KP ch, K—R1; 20. Q × B, Kt—B3 his

extra pawn would be hard to evaluate.

19. B x Kt! R x B
20. Kt x BP!



A striking finesse. After the obvious 20. Kt x KP, P x Kt; 21. Q x KP ch, K-R1; 22. Q x B Black works up counterplay by 22. Kt-Kt5. The text move avoids this, since 20. K x Kt; 21. Q x P ch, K-Kt3 leaves the King out in the open; whilst 20. R x Kt costs the exchange after 21. Q x KP, R-KB1; 22. R-Q1, Q-B4; 23. Q x B.

20. B-B5!

Ilivitsky is not falling for 20. Q-KKt5?; 21. Kt-R6 ch!, P x Kt; 22. B x P ch; or for 20. Kt-Kt5?; 21. B x P, Kt x R; 22. Kt-Kt5 ch and mates.

21. R-Q1 Q-B4
22. B x B Q x B
23. Kt-Kt5 B-B4

The KP cannot be defended, so he seeks some threats of his own. 23. Q-KKt5 was the alternative, submitting to an ending a pawn down (24. Kt x KP, Q x Q; 25. R x Q).

24. QKt-K4!

Petrosian is master of the situation, making the tactics serve his ends. 24. R x P would have been bad on account of 24. B x P ch; 25. K x B, Kt-Kt5 ch; 26. K-Kt1, Q-B4 ch!

24. Q-B7

Or 24. P-KR3; 25. Kt x B, KtP x Kt; 26. Q x P ch, Q x Q; 27. Kt x Q and White should win. 24. B x R is, of course, defeated by 25. Kt x Kt ch!—in full, 25. R x Kt; 26. Q x RP ch, K-B1; 27. Q-R8 ch, K-K2; 28. Q x P ch, K-K1; 29. Q-Q7 ch, K-B1; 30. Kt-R7 ch, K-Kt1; 31. Kt x R ch and 32. P x B.

25. KR-Q3 P-KR3

26. Q x P ch K-R1

27. R(Q3)-Q2 Q-R5

Black has been repulsed and must have been wishing he had gone for the ending. The second wave of White's attack is even stronger than the first.

28. Kt x B P x Kt

29. Kt-B7 ch K-R2

30. Q-B5 ch K-Kt1

31. Kt x P ch!

Another fine blow. This time the Knight is not to be declined; for instance, 31. K-R1; 32. Q-R3, R x P (or 32. Kt-R2; 33. Kt-B5, R x P; 34. Q-QB3!) 33. R-Q8!, Kt-R2; 34. Q-K6!, R x P (34. P x Kt; 35. Q-K5 ch!); 35. Q-Kt8 ch!, and mate next move.

31. P x Kt

32. Q-Kt6 ch K-R1

33. Q x P ch K-Kt1

34. Q-Kt6 ch K-R1

35. Q-R6 ch K-Kt1

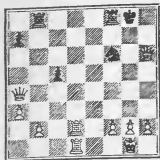
He has no option, since 35. Kt-R2 is insufficient against 36. R-Q7, R-B2; 37. R-Q8 ch, R-B1; 38. R(Q1)-Q7, Q-Q8 ch; 39. R x Q, QR x R; 40. R x R, R x R; 41. P-KKt4, etc.

White, on the other hand, has, and having got in a few quick moves he returns to the logical course of his combination.

36. R-Q8! K-B2

Forced; if 36. R-Kt2, then 37. R-Kt3 ch, K-B2 (37. Kt-Kt5; 38. Q-K6 ch, etc.);

Position after 35. Q—R6 ch K—Kt1



38. R—Kt7 ch and 39. R—K1 ch wins.

37. R—Q6!

Drawing the King still further out, for if 37. K—Kt1, then 38. R(Q1)—Q3 really is decisive.

37. K—K2

38. Q—Kt5 Q—K5

39. Q × P K—B2

40. Q × P ch R—Kt2

The axiom that Queen and Rook are a winning force against an unsheltered King is well supported by the following variation: 40. K—Kt3; 41. R × Kt ch!, K × R (41. R × R; 42. Q × R, etc.); 42. R—Q6 ch, K—K4 (or 42. K—Kt4; 43. Q—Kt7 ch, K—B5; 44. Q—Kt3 ch, K—B4; 45. Q—Kt6 ch, K—B5; 46. P—Kt3 ch, etc.); 42. Q—K7 ch, K—B5; 43. Q—R4 ch, K—B4 (43. K—K4; 44. R—K6 ch!); 44. Q—R7 ch, K—B5; 45. P—Kt3 ch, K—B6; 46. Q—R5 ch, and Black loses his Queen.

41. Q—B5 R—KKt1

42. P—KKt3 R—K1

Not 42. R × P?; 43. Q—B3! (or, more drastically, 43. R × Kt ch!, K × R; 44. Q—B3 ch, Q—K4; 45. R—Q6 ch, K—B4; 46. Q—B3 ch and mates). 42. R—K2 would have given a closer-knit defence, but it is understandable that he was unwilling to abandon the

the QKt file and hopes of taking the pawn.

43. Q—KKt5 R—K3

The Knight could not be protected by the Queen because of 44. R × Kt ch and 45. Q—Q5 ch. With the exchange of a pair of Rooks, the black King's peril lessens; at the same time, there is less to oppose the advance of the white pawns.

44. R × R Q × R

45. P—QKt4 Q—Kt6

46. R—R1

A temporary measure only. If 46. Q—Kt7, then 47. Q—B1 soon repels the enemy Queen.

46. R—B2

47. Q—B4 R—B5

48. Q—B5 R—K5

Or 48. Q—Kt7; 49. R—Q1, R—B8; 50. R × R, Q × R ch; 51. K—Kt2, Q × P; 52. P—Kt5, amounting to much the same as what was played.

49. R—QB1 Q × RP

Else White plays R—B6 and the chance is lost.

50. R—B7 ch R—K2

51. R × R ch K × R

52. P—Kt5 Q—Kt6

53. P—R4

It has been a great trump of White's that as the material on the board diminishes so his pawns gain in strength. Now at last they are on the march on both flanks, and the short-range Knight is powerless to halt them.

53. Kt—Q4

54. P—R5! Q—Q8 ch

If 54. Q × P; 55. P—R6, he is unable to break the pin in time.

55. K—Kt2 Q—Q7

56. Q—K5 ch K—B2

57. P—R6 Kt—B3

58. P—Kt6 Q—Kt5

We see the pin the other way

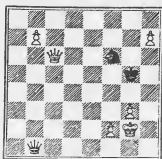
round after 58 Q x P; 59. Q—B7 ch, K—K1; 60. Q—B6 ch and 61. P—Kt7.

59. Q—B7 ch K—Kt3
60. Q—B6!
60. Q—Kt7 ch, K—B4; 61. P—R7 is not so clear—61. Q—K5 ch; 62. K—R2, Q—Q5!

60. K—Kt4
61. P—Kt7 Q—Kt8
62. P—R7!
The climax of the ending. Black's overloaded men must give way to the pawns.

62. Kt x P

Position after 62. P—R7!



63. Q—Q5 ch K—R3
64. Q—Q6 ch Resigns

9

19th U.S.S.R. CHAMPIONSHIP,
MOSCOW, 1951

White: I. BONDAREVSKY

Queen's Pawn, King's Indian Defence

1. P—Q4 Kt—KB3
2. P—QB4 P—Q8

Sometimes this is played so as to avoid—by the threat of an Old Indian (3. Kt—QB3, P—K4)—aggressive variations like the Sämisch or the Four Pawns' Attack.

3. Kt—QB3 P—KKt3
4. P—K4 B—Kt2
5. P—KR3 0—0
6. B—K8

Behind White's innocent-looking fifth move lie the most hostile intentions, e.g. 6. . . . P—K4; 7. P—Q5, QKt—Q2; 8. P—KKt4. Naturally, such an early and direct assault has disadvantages as well as advantages, but Petrosian decides not to put it to the test. He chooses the alternative way of

countering in the centre, which leads to a more fluid struggle.

6. P—B4
7. P—Q5

7. P x P would be weak on account of 7. . . . Q—R4, but maintaining the tension by 7. Kt—B3 is well worth considering. In that case White must be prepared to find himself handling (after 7. . . . P x P) the Maróczy Bind. King's Indian to Sicilian, Queen's Pawn to King's Pawn, attests to the flexibility of the modern opening.

7. P—K3

'Putting the question', an automatic reaction nowadays in positions of this type. If it is omitted, White plays P—KB4,

after which he has a mobile and ever-menacing pawn phalanx. While if the KP is advanced two squares, White's wedge at Q5 is left intact and the first player, since he enjoys the initiative, has the better prospects of breaking through on the wings.

The answer P×P is generally considered suspect, as after B×P Black obtains very active piece play, more than compensation for the backward QP.

8. B—Q3 P×P

9. KP×P

Capturing with the BP should be eyed with caution, for White can only put his faith in the centre pawns if he is going to be able to support them satisfactorily. Here his slightly retarded development on the K side makes any double-edged plan extra dangerous. For circumstances in which it may be correctly undertaken see Game 48.

9. Kt—R3

Also a routine manoeuvre. The Knight is wanted on QB2, whence it strengthens the thrust P—QKt4.

10. Kt—B3 Kt—B2

11. 0—0

It is understandable that he should want to get his King into safety at last, but at this very moment the situation on the Q side demanded attention. 11. P—QR4 was necessary in order to slow down Black's counter-measures.

11. P—QKt4



Black is taking over. His attack on the enemy pawn chain is already under way, and should it be parried, he can look forward to long-term pressure down the QKt file and the long black diagonal.

12. Q—Q2

If he took the QKtP, his all-important QP would fall; whilst holding the line by 12. P—QKt3 leaves the whole wing compromised after 12. . . . P—Kt5.

12. P×P

Isolating the QP. In the next phase of the game Petrosian sets about systematically besieging it.

13. KB×BP Q—Q2

14. B—KR6 B—Kt2

15. B×B K×B

16. QR—Q1 KR—K1

17. Q—B4

To prevent the black Queen itself from occupying an active post at KB4.

17. P—KR3

18. KR—K1 R×R ch

19. Kt×R R—K1

20. Kt—B2 R—K4

21. Kt—K8

Thanks to Bondarevsky's careful regrouping Black cannot count on winning the QP by force. However, the fact that the white pieces are tied to its defence renders them less capable of dealing with additional threats. Black's task is to exploit this limitation, and it is instructive to see how the young master tackles it—by gradually pushing forward across the whole front.

21. Q—K2

22. P—R3 P—QR4

23. B—R2 P—R4

24. K—R2

Playing for complications by 24. Kt—B4 is no use; for instance, 24. . . . QKt×P; 25. Q—Q2 (or 25. Kt×Kt, R×Kt, etc.). Kt×Kt; 26. Q×Kt, R—Kt4!

24. Kt—K5
Threatening 25. Kt × BP.

25. Kt × Kt R × Kt
26. Q—B3 B—R3
27. P—KKt3 Q—K4
28. R—Q2 Kt—K1
29. B—Kt1

To remain completely passive would mean being crushed by P—B4, Kt—B3, and P—KB5.

29. R—Q5
30. R × R Q × R?

For this error Black is condemned to many more hours' work. After 30. P × R! he soon wins the QP (31. Kt—Kt2, Kt—B3; 32. Kt—B4, B—B5), preserving at the same time his dominating position in the centre. Whereas the text move allows White to obtain relief and eliminate the danger of attack by exchanging Queens.

31. Q—K4 Kt—B3

Not 31. Q × KtP; 32. Q × Kt, Q × B because of 33. Q—B6, with at least equality.

32. Q × Q P × Q
33. Kt—Kt2 Kt × P
34. Kt—K1



Black has several important advantages in this ending, apart from the material one: he commands more space than his opponent; his men are well placed to make use of it; and the passed pawn at Q5

exercises a cramping effect on the white force and prevents it from striking back (the two to one pawn majority is meaningless, for example).

Nevertheless, the technical problems to be overcome before victory can be achieved are considerable, as White, by keeping his Q3 square in his control, can organise a blockade which it is difficult to break.

34. K—B3
35. K—Kt2 Kt—Kt3
36. B—Q3 B—B1

Exchanging at this point would ease the defence and give the white King more scope.

37. P—KR4 P—R5
38. K—B1 K—K4
39. K—K2 K—Q4
40. K—Q2 K—B4
41. B—B2 Kt—B5 ch
42. K—B1 B—Q2
43. Kt—Q3 ch K—Kt3
44. Kt—B4 B—B3
45. B—Kt1

Pinned down on both sides of the board, White has little option anyway but to pursue waiting tactics.

45. Kt—K4
46. K—Q2 B—Kt4
47. B—B2

The following variation shows the sort of fate awaiting anything venturesome: 47. Kt—Q5 ch, K—B4; 48. Kt—B7, Kt—B6 ch; 49. K—B1 (or 49. K—Q1, B—B8!; 50. B—B2, P—Q6; 51. B × RP, B—K7 ch), B—K7!; 50. B—B2, P—Q6; 51. B—Q1, K—B5; 52. Kt—K8, P—Q7 ch; 53. K—B2, B—Q6 mate!

47. K—B4

Black has reached a position which holds the key to the ending but as yet he does not appreciate it. There is nothing unusual about that; it often happens that even the most experienced grandmasters have to grope their way forward,

probing this way and that before discovering the correct plan.

Seen from this angle, the next ten or so moves become more intelligible. Black learns by trial and error.

48. B—K4 B—B5?

49. B—B2 K—Kt4

50. 3—K4

If 50. Kt—K2, the strongest reply is 50. Kt—B6 ch.

50. B—Kt6

51. B—Kt1 Kt—Kt5

52. K—K1 K—Kt3

53. B—K4 B—B5

54. B—B2 K—R4

55. B—K4 K—Kt4

56. B—B2 Kt—K4

57. K—Q2 K—R4

58. B—K4 K—Kt3

59. B—Kt1 B—Kt4!

60. B—B2 K—B4

Back again, with a difference—Petrosian now knows what he is doing.

61. B—K4

Sticking to his old move. None of the other possibilities seems more likely to save the game, e.g.

(i) 61. B—Q3, B × B; 62. Kt × B ch, Kt × Kt; 63. K × Kt, K—Q4, with a won pawn ending;

(ii) 61. B—Kt1, P—Q4; 62. B—B2, P—Q6!; 63. B × QP, B × B; 64. Kt × B ch, Kt × Kt; 65. K × Kt, P—Q5, and again Black wins;

(iii) 61. P—Kt4 ch, K—B5; 62. Kt—Q3, Kt—B6 ch; 63. K—K2, K—B6; 64. K × Kt, K × B, etc.

(iv) 61. P—Kt3, P—Q6!, and now:

(a) 62. B × P, P × P, etc.

(b) 62. B—Q1, K—Q5; 63. P × P, B—B3, and White cannot stop both Kt—B5 ch and Kt—B6 ch;

(c) 62. P × P, P × B; 63. P × B, Kt—B5 ch; 64. K × P, Kt × P ch, followed by 65. Kt × P;

and (v) 61. B—Q1, Kt—Kt5; 62. B × Kt (or 62. K—K1, P—Q6!), P × B; 63. P—R5, P × P; 64. Kt × P, K—B5, and White's Q-side pawns are doomed.

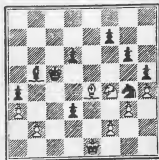
In all these lines White's lack of room is too great a handicap.

61. Kt—Kt5!

62. K—K1

62. P—B3 permits Kt—K6 and the threats mount. The withdrawal of the King is the signal for Black to make his big effort.

62. P—Q6!



A finely-judged clearance sacrifice which opens up a path for his King deep into White's camp. And with the Bishops coming off (63. Kt × P ch?, K—Q5 costs a piece), the chances of resistance are cut down.

63. B × QP B × B

64. Kt × B ch K—B5

65. Kt—B1

Or 65. K—K2, Kt—K4!, when White cannot exchange Knights because the pawn ending is hopelessly lost.

65. P—Q4

66. K—K2 P—Q5

67. Kt—Q3 P—B3!

68. K—Q2 Kt—K4

69. Kt—B4

The passive 69. Kt—B1 loses to 69. P—Q6; 70. P—B4, Kt—B6 ch; 71. K—Q1, Kt—Q5; 72. K—Q2, Kt—Kt6 ch; 73. Kt × Kt, K × Kt; 74. K × P, K × P; 75. K—B4, K × P; 76. K—B3, P—B4, etc.

69. K—Kt6
 70. K—B1 P—Kt4?
 71. P × P?

Very curious indeed. In a relatively straightforward position both players suddenly make an oversight. What could have been the cause? It may have been haste brought on by the time control at move 72; and White perhaps was unable to credit an error at this late stage from an opponent who had played so determinedly and systematically.

The correct moves were respectively 70. . . . P—Q6!, when White faces *Zugzwang* (in view of the threats of . . . P—Q7 ch and . . . Kt—B5), and 71. Kt × P!, after which Black must work for the draw, owing to the danger on the K side—71. . . . Kt—Q6 ch; 72. K—Kt1, Kt × KtP; 73. Kt × P, P × P; 74. P × P, Kt—B5; 75. P—R5, Kt × P ch; 76. K—B1, Kt—B5; 77. P—R6, Kt—K4; 78. P—R7, Kt—B2, etc.

There it is. The combined effect of these missed opportunities, luckily for Petrosian, is 'no change'. The game goes on to its natural conclusion.

71. P × P
 72. Kt × P Kt—Q6 ch
 73. K—Kt1 Kt × KtP
 74. Kt—B6

White is much worse off here, being without a passed pawn. And

74. P—B4 was too slow, e.g. 74. . . . Kt—B5!; 75. P × P, Kt × P ch; 76. K—B1 (76. K—R1, P—Q6!), Kt—B5; 77. P—Kt6, P—R6; 78. P—Kt7, P—R7; 79. P—Kt8 = Q, P—R8 = Q mate.

74. Kt—B5
 75. Kt—K4 P—Kt5!

The final blow. Black has led the whole of his force into White's half of the board and established an overwhelming position.

76. Kt—B5 ch K × P
 77. K—B2 Kt—K4
 78. Kt—R6 P—Q6 ch
 79. K—B3 K—R7
 80. Kt—B5 P—R6
 81. Kt—K4 K—Kt8
 82. K—Kt3 K—B8

Resigns

After 83. K × P, P—Q7 White loses his Knight and pawns in rapid succession.

10

MARÓCZY MEMORIAL TOURNAMENT, BUDAPEST, 1952

Black: P. KERES

Queen's Pawn, Nimzovitch Defence

1. P—Q4 Kt—KB3
 2. P—QB4 P—K3
 3. Kt—QB3 B—Kt5
 4. P—K3 0—0
 5. Kt—B3 P—Q4
 6. B—Q3 P—B4
 7. 0—0

So far the same, except for a slight change in the order of moves, as in Game 8. Now Keres chooses a different continuation, one which has since been linked with his name.

7. P—QKt3

The positional threat behind this is 8. BP x P; 9. KP x P, B—R3, aiming to exchange off the 'difficult' Bishop (in the QP openings the development of Black's QB is invariably a problem) for the opponent's fine one at Q3. The drawback, according to theory, is that White can anticipate the manoeuvre and leave Black with hanging pawns at Q4 and QB4. However, such pawns control important squares in the centre and can easily become, instead of an object of attack, a rich source of the initiative. In addition, open positions of that type are particularly suited to Keres' fluent style.

8. QP x P KtP x P

9. Kt—K2

9. P x P, P x P leads to the more accepted lines mentioned in the note above. To take an example, the second encounter between Gligorić and Keres in the 1959 Candidates' Tournament went on 10. Kt—K2, Kt—B3; 11. P—QKt3, B—Kt5; 12. B—Kt2, P—Q5, with White having the better of a sharp struggle.

9. QKt—Q2

10. P—QKt3?

Sound strategy, but a tactical flaw. True to his habit of keeping his adversary's potential for active, aggressive play to a minimum, Petrosian does not seek to exploit the hanging pawn complex at once but holds it in reserve; meanwhile, he intends to maintain a grip on the centre—not let the black pawns get out of hand. 10. Kt—Kt3 would have fulfilled this end; the text move . . . how ironic it seems after the reply!

10. P—K4!

11. B—Kt1 P—K5

If 11. P—Q5 to establish a powerful wedge, White gets good chances of breaking out by 12. Kt—Kt3, B—Kt2; 13. P—QR3, followed by P—Kt4.

12. Kt—Q2 B—R3

13. B—Kt2

A terrible mistake would be 13. P x P?, QB x Kt; 14. Q x B, B—B6!

18. Q—R4?

With this careless and rather crude move, Black surrenders all his advantage. He was right to dismiss as unsatisfactory 18. B x Kt; 14. Q x B, P x P; 15. P x P, B x P, since the two Bishops of White's would come into their own. Looking for something stronger, befitting his superiority in time and space, he did not give enough attention to the quiet 18. Kt—Kt3. In that event, the increasing pressure on the QBP (not to be relieved by 14. P x P, Q x P; 15. B x Kt, Q x Kt!) would have put White in an unenviable position.

14. Kt x P!



White's troubles are solved by one startling stroke. If he had had to defend the Knight again by 14. B—B1, there would obviously have been no hope for him. Now he uses it as a desperado, knowing that he will be able to pick up the Bishop, whose retreat Black has himself cut off.

14. P x Kt

15. P—QR3 B—Q7

16. P—QKt4 P x P

As a result of this unnecessary capture, the game starts on a definite turn towards White.

Better was 16. Q-Kt3;
17. Q x B, B x P, when the prospects
are about even.

17. Q x B B x P
18. P x P Q-KKt4

Here again Q-Kt3 was
sounder. As played, White's pieces
gain more tempi.

19. R-R5 Q-R5?

A third unhappy Queen move.
Instead of trying to raise some
attacking threats (they are a mir-
age), he ought to have recentralised
by 19. Q-Kt5; 20. R-K1,
Q-K3 and waited to see what
would happen.

20. P-R3 KR-Kt1

21. Kt-Kt3!

Neatly emphasising the error of
the black Queen's ways—if 21.
B x R?, then 22. Kt-B5! wins.

21. R-Kt4

22. R x R B x QR

23. R-B1 B-Q6

Keres has realised that a draw is
the only thing left for him to go for
and has chosen the most active
means of doing so at his disposal.
In other lines the weak points in his
position soon prove too numerous to
defend, e.g. 23. R-K1;
24. Kt-B5, Q-Kt4; 25. Kt-Q6,
R-K2; 26. R-B8 ch, Kt-B1;
27. B x Kt and 28. Kt x KP.

24. B x B P x B

25. B-Q4 Kt-K5

26. Q x P!

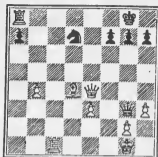
Also possible was 26. Kt x Kt,
Q x Kt; 27. R-B3, R-Kt1;
28. R x P, R x P; 29. B x RP, but
Petrosian wants to keep his QKtP,
and with it play on both sides of the
board.

26.

27. P x Kt Kt x Kt

Q x KtP

28. Q-K4!



He could have played at once
28. B x RP, seeing that 28.
R x B?; 29. R-B8 ch, Kt-B1;
30. R x Kt ch ends in mate. By
maintaining the tension and putting
his men on dominating squares he
makes it harder and harder for
Black to do anything. For in-
stance, he cannot cover the Rook
by 28. Q-Kt1 because of
29. Q-Kt4, winning the Knight.

28. R-Q1

29. Q-K7 Q-Kt1

30. B x RP

This is all the more effective for
being delayed. Black has not only
lost a pawn, he has been pushed
back on to the defensive; and if
30. Q-R1, it is even Zugzwang
after 31. R-B7. So he gives up
the exchange, but it is too late to
cause White any worries.

30. Q x B

31. Q x R ch Kt-B1

32. Q-K8 Q-R6

33. R-B7 Q-Kt6

He might have resigned here, for
the back rank is not to be defended.
He goes on another couple of moves
out of inertia.

34. Q-K7 Q-Q4

35. K-R2 P-R8

36. R-B8 Resigns

11

MARÓCZY MEMORIAL TOURNAMENT,
BUDAPEST, 1952

Black: G. BARCZA

King's Indian Attack

1. Kt—KB3 Kt—KB3

2. P—KKt3

A taste of his own medicine for Barcza! The King's fianchetto is a great favourite of his, and it has been said that if he does not play P—KKt3 on the first move, he will on the second or the third or the fourth.

2. P—Q4

3. B—Kt2 P—B4

Black may impose unnecessary strain on himself trying to reverse roles in the opening, even when White makes as conservative a start as here. To copy White with 2. P—KKt3 and 3. B—Kt2 is simpler.

4. P—Q3

By choosing this, instead of a double step like P—Q4 or P—QB4, White indicates that he is happy with the King's Indian and a move in hand.

4. Kt—B3

5. 0—0 P—K3

Rightly refraining from 5. P—K4, which, from the point of view of the remarks above, is definitely taking on too much. On the other hand, the text move followed by B—K2 is slightly passive. Again I would prefer 5. P—KKt3 and 6. B—Kt2, giving a formation which is both flexible and firm in withstanding attack.

6. QKt—Q2 B—K2

7. P—K4 0—0

The alternative way of seeking equality is to simplify by P×P, as Kottnauer had played against Petrosian a few rounds earlier. For an example of this system see Game 16.

8. R—K1 P—QKt3

9. P—K5

Thus White lays the foundation of his strategic plan. The KP, cramping the whole of the enemy K side, is to be the spearhead behind which his forces will mass for the assault. Whilst on the other wing, Black has no ready-made point of counter-attack, unlike, for instance, strategically related positions in the French Defence, where the base of White's pawn chain at Q4 comes under fire.

It is worth noting that with Black's Bishop on KKt2 it is more difficult for White to establish the pawn at K5, since after Kt—Q2 (or KKt5) there are three pieces on it.

9. Kt—Q2

Meeting again in the Interzonal Tournament later in the year the players repeated everything up to here; then Barcza 'improved' with 9. Kt—K1—and lost in under thirty moves!

10. Kt—B1 B—R3

When White has already weakened his QP by P—QB3, this can be a nuisance; if not, the Bishop has its path blocked and B—Kt2 is better.

11. P—KR4 Q—K1

12. B—R3!



Instructive play. White's Bishop also strikes against a solid pawn, yet this is far from being in vain. The argument is that the one means Black has of obtaining freedom and space on the K side is to challenge the centre by ... P—B3; that would involve depriving the KP of its prop; so by concentrating an attack on it White keeps the entire right flank under restraint.

- 12. B—Q1
- 13. B—B4 B—B2
- 14. Kt(B1)—R2 Kt—Q1
- 15. Q—Q2 P—Q5
- 16. B—Kt2 B—Kt2
- 17. R—K2 Kt—QB3
- 18. QR—K1

A feature of the King's Indian Attack which persuades many to take it up is that White generally has a clear-cut plan of campaign to follow. And in this line particularly the lay-out of his pieces and their subsequent build-up observe a standard pattern for some distance ahead.

This has shown itself in the easy progress White has made over the last six moves. Whereas Black, vacillating between defence and aggression, has had a tougher task and is only now beginning to get on terms with it.

- 18. P—QKt4
- 19. P—B3

To forestall ... B—R4 and also, in the wider positional sense, to take some of the sting out of Black's advance by tackling his QP.

- 19. P × P
- 20. P × P P—Kt5

As it turns out, this thrust, though very natural, is over-hasty. First 20. P—QR4 would have offered sounder prospects of counter-play.

- 21. P × P Kt × KtP
- 22. Kt—Kt4 Kt—Q4
- 23. B—Kt5 K—R1
- 24. Kt(B3)—R2 R—QKt1
- 25. P—R5 P—B3?

Black has relied on the activity of his pieces for a defence. Now he goes further and, in the face of all the earlier warnings, opens up his King position in order to bring his Queen into the fight. It is a fatal mistake. For, White, not having compromised himself, easily deals with his opponent's threats and then invades his broken lines with decisive effect.

The correct plan consisted in preserving his front intact by 25. B—Q1; 26. P—R6, P—Kt3. That would have held White up for a long time, since he would have had to switch most of his men to the Q side before he could gain more ground.

- 26. P × P P × P
- Not 26. Kt(Q2) × P on account of 27. P—R6!

- 27. R × P Q × P
- 28. B—R4 B—Q1
- 29. R—Q6 Kt(Q4)—Kt3
- 30. B × B R × B
- 31. Q—Kt2 Q—B4
- 32. R(K1)—K6

You rarely see a point assailed from so many directions and by such might as Black's KBP is. It must only be a matter of a few moves for something to give under the pressure. For example, if 32. K—Kt2; 33. P—R4, R—QKt1;

Position after 32. R(K1)—K6



34. Q—Q2!, White threatens both P—R5 and Q—R6 ch.

32. R—QKt1

33. Q—K2

The pawn was indirectly protected by virtue of Kt—B5. Now Black is almost completely paralysed; yet if he does nothing, White will bring his other Knight round to K4; if he plays 33. . . . P—KR4, he just has another weakness to answer for (34. Kt—K3, Q—Kt3; 35. Kt—Q5, etc.).

33. B—B2

A last attempt at revival—at least as good a chance as waiting passively.

34. B × P ch Kt × B

35. R(K6) × Kt Q—Kt4

He cannot obtain two Rooks for

the Queen by 35. . . . B × R; 36. R × Q, R × R because of 37. Q—K6!

36. R × R ch R × R

37. R—QB6

37. Q—Kt2 ch would have forced the Queens off. But in such a strong position tension is an irresistible weapon.

37. Q—Kt2

Moving the Bishop also lost material, e.g. 37. . . . B—Kt1; 38. Q—Kt2 ch, K—Kt1; 39. Kt—B6 ch, K—B2; 40. Kt × P or 37. . . . B—Q1; 38. Q—K5 ch, Q × Q; 39. Kt × Q, B—K2; 40. R—B7!, etc.

38. R × P Kt—R5

39. R—B4 Kt—B6

40. Q—Kt2 B—R4

41. R—B5

Black's minor pieces have tied themselves up and must now be surrendered for the Rook.

41. B—Kt3

A better trap was 41. . . . R—K1, when White must play 42. K—Kt2! before taking the Bishop.

42. Q × Kt! B × R

43. Q × B R—Q1

44. Kt—K5 Q—Kt2

45. Kt(R2)—B3 R—QB1

46. Q—Q4 Resigns

12

INTERZONAL TOURNAMENT,
STOCKHOLM, 1952

Black: P. VATTONIS

Queen's Gambit Declined, Orthodox Defence

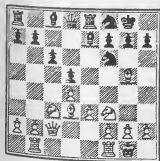
- | | |
|-----------|--------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—K3 |
| 3. Kt—KB3 | P—Q4 |
| 4. Kt—B3 | B—K2 |
| 5. P × P | P × P |
| 6. Q—B2 | 0—0 |

More flexible is 6. . . . QKt—Q2 and 7. . . . P—B3, since by delaying castling Black retains a greater choice of defensive set-ups.

- | | |
|----------|--------|
| 7. B—Kt5 | QKt—Q2 |
| 8. P—K3 | P—B3 |
| 9. B—Q3 | R—K1 |
| 10. 0—0 | |

Here 0—0—0 is not so dangerous for Black, for he has not played in the artificial manner that Sidorov did (6. . . . B—Q3 and 9. . . . Q—B2); he would have adequate resources after 10. . . . Kt—B1; 11. B—KB4, Kt—Kt3; 12. B—Kt3, B—Q3; 13. B × B, Q × B; 14. P—KR3, B—Q2 (Reshevsky-Monticelli, Syracuse, 1934).

- | | |
|-------------|-------|
| 10. | Kt—B1 |
| 11. QR—Kt1 | |



The above position is of fundamental importance to the theory of the Exchange Variation. The middlegame is about to commence, and on the degree of success of White's strategy rests to a large extent the assessment of the whole system.

His previous move was the first step towards setting in motion his appointed plan, i.e. the minority attack. A description of this may be conveniently divided into three parts:

(i) what it actually is—an assault by White's two Q-side pawns against Black's three;

(ii) the logic behind it—the pawn configuration with its stabilised centre; or, put more specifically, the majorities (White's on the K side as well) must remain immobilised and therefore subject to attack, if they are not to be weakened (for instance, . . . P—QB4; P × P leaves Black with an isolated QP);

and (iii) its objective—to saddle Black with a permanent disadvantage in the shape of either a backward QBP (after P—QKt5 and P × P, P × P) or an undefended QP (resulting from P—QKt5, P × P).

The task of combating this plan is surprisingly difficult in practice, a fact which has been one of the chief causes of the decline in popularity of the Orthodox Defence over the years. To measure up to it, Black must find a balance between holding his lines on the right and timely counterplay in the centre and the left.

- | | |
|-------------|-------|
| 11. | Kt—K5 |
|-------------|-------|

The most direct of the several playable manoeuvres here, putting the half-open file to immediate use.

12. B—KB4

Strictly thematic would be 12. B × B (removing the opponent's better Bishop), Q × B; 18. P—QKt4!

12. P—KB4

Supporting the Knight like this is too costly—a hole at K4, which enemy pieces are already trained on. The correct move was 12. Kt—Q8, aiming to go on with P—KKt8 and B—KB4.

18. Kt—K5 B—B8?

It is risky for Black to attempt his own 'minority' attack, as it means denuding his King of pawn protection. The following line shows how it might react against him: 18. P—KKt4; 14. B—Kt8, P—KR4; 15. P—B8, Kt × B; 16. P × Kt, B—Q8; 17. P—B4! P × P (or 17. Q—B8; 18. P—QKt4, etc.); 18. KtP × P, Q—B8; 19. R—B8, with K—B2 and R—KR1 to come. The text move suffers from the other extreme—of caution.

He should have sought to exchange off the Knight by 18. Kt—Kt8, since as long as it stays at its powerful, central post White's superiority is self-evident.

14. P—B3!

By contrast, White wastes no time disturbing its opposite number.

14. Kt—Q8

15. QR—K1

Plans for the Q-side advance are shelved in favour of action on that sector of the board where his new conquests have been made.

Mobility of thought as well as of force is an invaluable item of a player's equipment, enabling him to keep pace with the sudden changes that occur during the game. Here Black's errors on his twelfth and

thirteenth moves have resulted in the centre of gravity of the struggle swinging across to the King's wing, and Petrosian is very much alive to it.

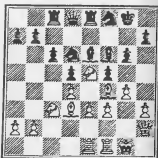
15. P—KKt8

15. Kt—Kt8 is now too late, because of the reply 16. Kt × Kt, P × Kt; 17. P—KKt4! or first 17. P—KR8 and then 18. P—KKt4.

16. P—KR8 B—K8

17. P—KKt4 R—B1

18. Q—R2!



The situation has become critical. Not only has White got a massive attack going but also, with his last move, he has created a concrete threat to win material. If Black looks for complications by 18. P—B4, he soon discovers the danger he is in, e.g. 19. QP × P, R × P; 20. Kt × KtP, P × Kt; 21. B × Kt, R—B3; 22. B—K5!, B × B; 23. Q × B, P × P; 24. BP × P, B × P; 25. R × Kt ch!, etc.

His best chance, as before, is to challenge the dominant Knight—by 18. Kt—B2 or 18. Kt—B5. Instead, he falls back on passive defence.

18. B—K2

19. K—R1 P × P?

Confronted with White's doubling Rooks on the KKt file, the Canadian master loses his nerve. It is positionally fatal to abandon

KB4, the one bulwark against the oncoming pawn mass.

20. RP × P Kt—B2

At last the right idea; but even this affords little comfort now.

21. Kt × Kt B × Kt

22. B—K5 B—B3

23. P—B4 B × B

Perhaps a more stubborn resistance could have been offered by 23. . . . Kt—Q2 and Kt × B.

24. QP × B Q—K2

If 24. . . . P—Q5, then 25. Kt—K4 is easily sufficient (25. . . . Q—Q4; 26. Q—Kt2!).

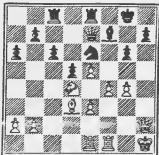
25. Kt—K2

Bringing the Knight round to effect the decisive breakthrough. Against 25. . . . P—B4 the answer is 26. B—Kt5, KR—Q1; 27. P—B5, etc.

25. P—QR3

26. Kt—Q4 Kt—K3

There was no satisfactory way of meeting 27. Kt—B8, threatening both P—B5 and Kt—Kt5. But now Petrosian winds up the game still more summarily.



27. Kt—B5!

A characteristic sacrifice to open the KKt file. To decline it and allow Kt—Q6 would prolong the agony needlessly.

27. P × Kt

28. P × P Kt—B1

Not 28. . . . Kt—B4; 29. P—B6!

29. R—Kt1 ch K—R1

30. Q—R6 Kt—Kt3

I think he should have given White the pleasure of finishing 30. . . . B—Kt1; 31. P—B6, Q—QB2; 32. Q—Kt7 ch, Q × Q; 33. P × Q mate.

31. P × Kt B × P

32. R × B Resigns

WORLD CHAMPIONSHIP CANDIDATE,
1953-1955

THE SYSTEM FOR deciding who shall challenge the World Champion was worked out by F.I.D.É.* following Alekhine's death in 1946 and, apart from a few minor changes, has remained the same to the present day. It is undoubtedly fair, for it is based on the principle that everyone should have the right to compete (through his national federation). Nevertheless, the rigours of the three-year cycle of events which faces the would-be contender are such that only a professional of the highest class can hope to reach the top. The period covered in this chapter takes us roughly from one Interzonal tournament (already described) to the next, and so it presents a typical section of the tournament career of a grandmaster in his quest for the world title.

Petrosian began 1953 by getting more valuable practice in an international tournament at Bucharest. Finishing an unbeaten second in front of Smyslov and Boleslavsky, he confirmed that his recent successes had not been accidental; but, all the same, his total of twelve draws had prevented him from contesting first place with Tolush. Game 18 is interesting because Petrosian is on the black side of the King's Indian Attack. It is marred by an early mistake on his part, but the remainder, with its two positional exchange sacrifices, is conducted with masterly skill.

The 2nd Candidates' Tournament, which was held in Neuhausen and Zürich in the late summer, was probably the strongest event of its size there has ever been. Except for Botvinnik, almost all the world's great players were present. It was a marathon struggle of thirty rounds, and Smyslov, just approaching the height of his powers, was the undisputed victor. Petrosian was fifth. He had had no illusions about his prospects. Reckoning that he would not be justified, in such a field, in trying to win, he decided to concentrate on a good placing and not to take unnecessary and vain risks. His result, considering that he was the youngest competitor, was naturally excellent; and yet there were critics who decried his tactics and

* Fédération Internationale Des Échecs - International Chess Federation.

pointed out that he had failed to win a single game against anyone in the first ten.

Whatever one's views on his methods, it could not be denied that Petrosian's best games were impressive—both for depth of strategy and control of tactics. The grand manner in which the ex-World Champion is out-manceuvred in Game 14 is symbolic of one generation's bowing out to another; whilst Ståhlberg (Game 15) also finds his opponent's adroitness too much for him at every stage.

For the next year or so Petrosian was free of the anxiety of qualifying tournaments, and could therefore relax and enjoy his hard-earned status. Unfortunately, his propensity for draws showed no signs of diminishing, and when he took part (by invitation) in the 21st U.S.S.R. Championship at the beginning of 1954 he seemed quite content to share fourth and fifth prizes. His true ability was evident in the occasional game; for example, against Sokolsky the way he transforms an attacking position on the K side into a won ending deserves to be studied deeply.

That summer the Soviet team of grandmasters went on an extensive and extremely successful tour abroad, visiting both American continents as well as Europe. In July they were in London, where they scored a runaway victory against the best players in Britain. Petrosian defeated Milner-Barry twice in trenchant style. Their second encounter (Game 17) serves as a warning not to adopt a rigid formation against the Sicilian Defence. The British master was virtually in *Zugzwang* by the twenty-fifth move.

Petrosian completed an active year by accompanying Bronstein to Belgrade for another big international tournament. His play was more experimental than usual, and this was reflected in the three (!) losses he suffered. On the credit side he had a number of good wins, among them Game 18, in which his combinative insight enables him to overcome all the difficulties devised by the ingenious Czerniak.

In February of 1955 the long and arduous campaign for World Championship honours started anew with the Final of the 22nd U.S.S.R. Championship. The participation of nine grandmasters, with Botvinnik himself at their head, made it stronger than most international events, and Petrosian resolved upon his safety-first tactics once again. In his opinion, it represented the surest way of reaching the Interzonal. Displaying a consistency that was well in keeping with the nickname he had acquired—'iron Petrosian', he recorded four wins and fifteen draws and was placed level with, among others, the World Champion. This was the last word in qualifying tournament chess.

The content of his games here was, as you might expect, largely disappointing. When not engaged in short draws, he was often to be found on the defensive and, indeed, several times he was lucky to stay

undefeated. The golden exception was Game 19. As if touched by a magic wand, Petrosian cast off his listlessness, and administered on Taimanov one of the severest beatings of his life.

In the months prior to the Interzonal Tournament Petrosian's appearances were confined to the matches against Hungary and the U.S.A. The first took the form of a tournament, with each player meeting all the members of the opposite team (unless they were replaced by reserves). Petrosian achieved the best result on either side and also, to my mind, produced one of the finest games. It is not spectacular; but if you want a practical example of the art of winning at chess, then you may never find a better in the whole literature of the game. Barcza unwisely permitted his pawn structure to be weakened in the opening and thereafter was unable to obtain the slightest counterplay. White proceeded to occupy all the key lines, building up such a grip on the position that whatever Barcza did only had a worsening effect. He was four pawns down when he finally resigned.

Petrosian made a clean score of four out of four against the American masters Horowitz and Pavey in Moscow and thus contributed substantially to another Soviet triumph. Game 21 exemplifies circumstances in which an isolated pawn is a strength rather than a weakness.

Such was Petrosian's reputation by this time that nobody was surprised when he went through his second Interzonal without a loss. It was an astonishing feat, none the less, and a tribute almost as much to his steel nerves as his playing ability. Of the five games (out of twenty) that he won, that against Guimard is of exceptional interest. It contains the most brilliant combination that Petrosian has ever played—a sacrificial attack some fifteen moves deep, which drives the black King from one side of the board to the other. The fact that the earlier part is of an indifferent calibre is annoying for the connoisseur, but it cannot detract from the game's heroic proportions. Without this victory, Petrosian could have been hard pressed to reach the Candidates' Tournament.

13

BUCHAREST, 1953

White: O. TROIANESCU

King's Indian Attack

- | | |
|-----------|-------|
| 1. P—K4 | P—QB4 |
| 2. Kt—KB3 | P—Q3 |
| 3. P—Q3 | |

Taking a leaf out of his opponent's book (cf. Game 15). Actually, this method of 'avoiding' the Sicilian has more than a grain of logic in it: for why should White voluntarily yield the second player a majority of two to one in the centre (as happens after 3. P—Q4, P × P), when he can preserve the advantageous *status quo* of pawn at K4 versus pawn at Q3? The objection which most masters have to this close system is that it is not aggressive enough to maintain the initiative.

- | | |
|------------|--------|
| 3. | Kt—QB3 |
| 4. QKt—Q2 | P—KKt3 |
| 5. P—KKt3 | B—Kt2 |
| 6. B—Kt2 | P—K3 |

Black's intention is to develop his KKt on K2 and so leave his Bishop free to bear down on the key squares on the long diagonal (K4 and Q5). The resulting formation is a very resilient one; moreover, it has the practical point in its favour that it can also be reached from the French (e.g. 1. P—K4, P—K3; 2. P—Q3, P—QB4, etc.)—which is convenient for the person who varies his defences.

- | | |
|---------|--------|
| 7. 0—0 | KKt—K2 |
| 8. R—K1 | 0—0 |
| 9. P—B3 | |

Planning active measures to reduce Black's influence on the centre. I imagine that Petrosian himself, had he been White, would have preferred a less committal approach,

with perhaps 9. P—QR4 followed by Kt—B4.

- | | |
|------------|-------|
| 9. | P—Kt3 |
| 10. Kt—B1 | B—QR3 |
| 11. P—Q4 | P × P |
| 12. Kt × P | |

In the final count, this way of capturing cannot be considered as satisfactory as 12. P × P, which is, for that matter, the natural continuation. The fact is that what chances there are of building up pressure on the enemy QP are very difficult to realise; whilst Black's counterplay on the Q side runs a relatively smooth course, since the QBP is a sitting target, assailable from the diagonal, the file, and close quarters by the advancing QKtP.

- | | |
|-------------|--------|
| 12. | Kt—K4! |
|-------------|--------|

K4 is more important than ever now, and as long as Black has a hold on it his prospects are good.

- | | |
|-----------|------|
| 13. B—Kt5 | P—R3 |
|-----------|------|

Not 13. . . . Kt—Q6?; 14. Kt—B6!, and White wins.

- | | |
|------------|-------|
| 14. Q—R4 | B—Kt2 |
| 15. B × Kt | Q × B |

In spite of White's energetic play, it is Black who is gaining—already to the extent of the 'two Bishops'.

- | | |
|-----------|--------|
| 16. QR—Q1 | KR—B1 |
| 17. Kt—K3 | R—B4 |
| 18. P—KB4 | Kt—B3? |

Petrosian has blundered, cutting off his own Rook's retreat. Correct was 18. . . . Kt—Q2, keeping

Position after 18. P—B4 Kt—B3?



sharper possibilities such as P—QKt4 and R—QR4 in reserve.

19. Kt × Kt?

And Troianescu quite fails to appreciate his luck. Instead of this meek exchange, he should have played 19. Kt—Kt3, after which Black has no choice but to go for complications with 19. P—QKt4; 20. Q—R3, P—Kt5; 21. Q—R4! (White may have overlooked this), R—KR4; 22. B—B3, P × P; 23. B × R, P × B. These, I fear, could not have afforded any great consolation for the lost material.

19. B × Kt
20. Q—B2 R—Q1
21. Q—K2 Q—Kt2
22. Kt—B2 P—QKt4

The mutual errors are the more saddening for White in that their combined effect has been to bring a noticeable deterioration in his position. He is very much on the defensive.

23. R—Q2

By 23. Kt—Q4, B—K1; 24. P—K5, Q—Kt3; 25. P × P he could have rid himself of the necessity to guard the KP. But against this, it would have opened new lines for the black Bishops.

23. R—B5
24. P—QR3 P—QR4

25. Kt—K8

Although this provokes a sound exchange sacrifice, it is certainly no worse than waiting passively with, say, 25. Q—B1 and then R(Q2)—K2.

25. R × KP!
26. B × R B × B
27. Kt—B2 P—Q4

Secured at its dominating post at K5, the Bishop is worth a Rook in itself. Furthermore, once its colleague on the black squares can add its contribution, the outlook for White will be very grim. His first concern ought to be to provide some shelter for his King at R2 by 27. P—R3, but he neglects to do so, and in fact accelerates disaster by allowing an immediate breakthrough on the Q side.

28. Kt—Q4? P—Kt5!
29. BP × P P × P
30. P—QR4

Hoping that this pawn, consolidated by the aid of a little trap, will prove a thorn in Black's flesh. The idea goes all wrong, and he pays dearly for omitting 30. P × P.

30. Q—R2
31. Q—B2 R—QB1!

31. Q × P?; 32. Kt × P!, P × Kt; 33. R × B! is neatly averted.

32. P—Kt3 B—B1

Now White is faced with the ugly threat of B—QB4.

33. Kt—Kt5 Q—R3
34. Q—K2 Q—Kt3 ch
35. K—B1 R—B6!

This second positional offer of the exchange gives the game that extra quality which masterpieces alone possess.

There is no question of declining it: for example, 36. Kt—Q4, B—QB4; 37. R(K1)—Q1, B × Kt; 38. R × B, B—B6, winning easily. On the other hand, its acceptance exposes White to the full fury of the

Position after 35. K—B1 R—B6!



Bishops, supporting and supported by the pawns.

36. Kt × R P × Kt

37. R—B2

Blockade at all costs. 37. R—R2, for instance, would soon be shown up as ludicrous after 37. Q × P; 38. R(R2)—R1, P—B7, etc.

37. Q × P

38. R(K1)—B1 B—Kt5!

Awaiting the most opportune moment to reinvest materially. Whatever White does will cause him fresh trouble.

39. P—Kt4 B × R

And here it is. Now 40. Q × B would be met by 40. Q—B5 ch and 41. Q × P.

40. R × B Q × P

At this point the game was adjourned. Being so outnumbered, White must try for a quick attack on the King. However, Petrosian wards it off with his usual dexterity.

41. P—B5 KP × P!

42. P × P P—Kt4

43. P—R4

If 43. R—R2, Q—B3; 44. R—R6, then 44. Q—B1! is decisive, for 45. R × P, P—B7; 46. R—R8 ch is unsound.

43. B—B4!

A clever finesse, which destroys White's last hopes.

44. P × P

Not 44. R × P?, Q—R8 ch;

45. Q—K1, Q × Q ch and 46. B—Kt5.

44. Q—B5 ch

45. K—K1

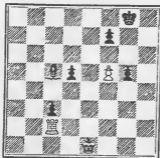
Or 45. K—Kt2, Q × P ch; 46. K—R2, B—Q3 ch; 47. K—R1, Q—R5 ch; 48. K—Kt1, Q—Kt6 ch; 49. K—B1 (49. Q—Kt2, P—Q5!), Q—R6 ch; 50. Q—Kt2 ch, Q × Q ch, with a won ending not unlike that which now arises.

45. Q—Kt6 ch

46. K—Q1 Q—Kt8 ch

47. Q—K1 Q × Q ch

48. K × Q P × P



A Rook is normally no match for a Bishop and three pawns. Still, it is instructive to see how Petrosian gets the maximum co-operation out of his force, being especially careful over the Bishop's mobility.

49. K—K2 B—Q5!

50. R—R2 K—Kt2

50. B—B3; 51. R—R5, P—Q5 would be very poor play (having regard to the previous remarks).

51. K—Q3 B—K4!

52. R—R5 K—B8

53. R × P K × P

The QP fulfilled the duty of keeping the white King at bay, and now the win is elementary.

54. K—K8 P—B8
55. R—B5 K—Kt5

56. R—B4 ch K—Kt6
57. K—K4 P—Kt5

Resigns

After 58. K—B5, K—B6;
59. R × KtP, K—K6 he will have to
surrender his Rook for the QBP.

14

2nd CANDIDATES' TOURNAMENT, NEUHAUSEN, 1953

Black: M. EUWE

King's Indian Attack

1. Kt—KB3 Kt—KB3
2. P—KKt3 P—Q4
3. B—Kt2 B—B4

Against the Réti proper (where White has already played P—QB4) this method of development is excellent, as was first shown by Lasker in the great New York tournament of 1924. Here White is in a better position to get in P—K4.

4. P—Q8 P—K3
5. QKt—Q2 P—KR3

Black wishes to preserve his Bishop from exchange by Kt—R4, but the tempo involved allows White to push ahead with his plans. For that reason, it is now considered preferable to leave the Bishop to its fate (it can always fall back on Kt3) and give other needs priority.

6. 0—0 B—B4

The idea of this is to ensure that at least one Bishop is actively placed. However, it is perhaps too ambitious at present, and sounder would be 6. . . . B—K2 or 6. . . . P—B3.

7. Q—K1!

A fine move, the force of which Dr. Euwe had clearly underestimated. By contrast, the mechanical 7. R—K1 fails to achieve much after 7. . . . B—R2.

7. 0—0
8. P—K4 P × P

More logical (from the point of view of his fifth move) was 8. . . . B—R2, maintaining the tension in the centre.

9. Kt × P Kt × Kt

Hereabouts Black seems unable to decide upon a plan and keep to it, and consequently his game begins to deteriorate rapidly. Having exchanged pawns, he ought now to have continued with 9. . . . B × Kt rather than hold on to his Bishops (which, incidentally, he could not do by 9. . . . B—K2, because of 10. Kt × Kt ch and 11. Kt—R4!).

10. P × Kt B—R2

Shut out of play as it is, this Bishop sinks into the role of spectator. But it was too late to do anything about it; for instance,

10. B-KKt5?; 11. Kt-K5!,
and Black is in trouble.

11. P-QKt4!
Gaining time and space on the Q side. The initiative is firmly in White's hands now.

11. B-K2
12. B-Kt2 Kt-R3

intending to transfer the Knight to QB2; but there is little to be said for the manoeuvre (it does not even win a tempo, for White was bound to play P-QR3), and far more natural was 12. P-QB3, to be followed by Q-B2 and Kt-Q2.

13. P-QR3 P-QB3
14. R-Q1 Q-B1
15. P-B4 Kt-B2
16. Q-B3



The opening phase of the struggle is over and White has come out of it with a clear advantage. With his pieces in command of the centre he has a free choice of plans, but Black, in his cramped and passive position, can hardly undertake anything positive.

16. B-B3

17. Kt-K5

17. P-K5 would be a strategic error (though not a big enough one to surrender his gains entirely), since the imprisoned Bishop would come back to life.

17. R-Q1

18. B-B3

Petrosian rarely indulges in shallow tactical threats, but here he gives way momentarily to the temptation to attack the enemy KBP. A more forceful line, as suggested by Bronstein, was 18. Q-B1, followed by P-B5 and Kt-B4, increasing his grip on the Q file.

18. Kt-K1!

19. R x R

If 19. B-R5, there is the neat defence 19. Q-B2! So White stays his hand.

19. Q x R

20. R-Q1 Q-B2

21. P-B5 P-QR4

Better was 21. R-Q1 at once; the text move permits White an extra tempo for regrouping.

22. B-Kt2 P x P

23. P x P R-Q1

23. R-R7 would turn out badly after 24. P-B4 and 25. Q-Kt3, etc. The centre file must be contested.

24. R x R Q x R

25. Q-B2 Kt-B2

26. B-KB1

Again he over-finesses with the Bishop. Rather than weaken the defences to his KP, he should have bolstered them further by 26. P-B3, thus keeping strictly to the theme of blotting out his opponent's QB.

26. Kt-Kt4

Threatening to cut White's lines of communication by Kt-Q5. Naturally, this can be averted by 27. B x Kt, but as a situation with Bishops of opposite colours would result (after B x Kt), such a course was not likely to attract the first player.

27. P-B4 K-B1

Here Black misses a real chance to complicate the issue: not by

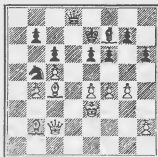
27. Kt—Q5, against which Petrosian had prepared 28. Q—Q1, Kt—Kt4; 29. Q×Q ch, B×Q; 30. B—Q8, with much the better ending; but by 27. Q—R1!, when the need to guard against an invasion by the hostile Queen down the R file as well as watch the KP would have tied White down considerably.

28. K—B2 B×Kt?

Annoying as the Knight was in its dominant position, this remedy is too drastic—and worse than the disease. White is left with two raking Bishops and the knowledge that there is little or nothing to oppose them.

28. P—Kt4, even if slightly desperate, at least offered hope of a fight.

29. B×B P—B3
30. B—QKt2 K—K2
31. B—B4 B—Kt3
32. K—K3 B—B2
33. P—Kt4!



The direct attack commences. Black has no satisfactory answer to the threats of a breakthrough by P—Kt5 and P—K5.

33. Q—B2
34. P—K5! Q—Q1
35. P×P ch P×P
36. P—R4

Simpler was 36. B×Kt, P×B; 37. Q—B3, for now Black could have put up a longer resistance by

80. Q—KKt1. These minor omissions may be explained by the shortage of time afflicting the players at this stage.

36. Kt—B2
37. Q—B3 Kt—Q4 ch

Seeking vainly for some counterplay on the white squares. The miserable alternative was 37. Kt—K1, when the reply 38. B—Kt3! would announce Black's approaching *Zugzwang*.

38. B×Kt Q×B
39. Q×P ch K—K1
40. Q—R8 ch K—Q2
41. Q—Kt7

The game was adjourned here. It is obvious that the only obstacle to White's winning is perpetual check, and this he overcomes by precise play with his Bishop and King.

41. K—K1
42. B—B6 Q—Kt6 ch
43. B—B3! Q—Q8
44. Q—R8 ch K—Q2
45. Q—QKt8

Black may do his worst!

45. Q—B8 ch
45. Q—Kt8 ch; 46. K—Q2, Q—B7 ch; 47. K—Q1, Q—B8 ch; 48. K—B2, Q—K7 ch; 49. B—Q2 results in the same position.

46. B—Q2! Q—Kt8 ch
47. K—Q8 Q—B8 ch

He cannot play 47. B—Kt3 ch; 48. P—B5, P×P on account of 49. Q—Q6 ch.

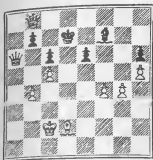
48. K—B2 Q—R3

The Queen must retire to defend the QKtP. If 48. Q—B5 ch; 49. K—Kt2, Q—Q5 ch; 50. B—B3, Q—B7 ch; 51. K—R3, the checks would be at an end.

49. P—R5!

Depriving the Bishop of almost its last square and at the same time fixing the enemy RP provides the

Position after 49. P—R5!



key to victory. The fact that Black can begin a second series of checks is unimportant, for again the Bishop proves an adequate shield.

49.	Q—R7 ch
50. K—Q8	Q—Kt8 ch
51. K—K2	Q—K5 ch
52. K—B2	Q—Q5 ch
53. B—K3	Q × KtP

Or 53. Q—Kt7 ch; 54. K—Kt3—an echo of the variation given in the note to Black's 48th move.

54. Q—B8!

All of this must have been worked out during adjournment analysis, but that does not detract in any way from the accuracy or subtlety of White's manoeuvres. The black Queen is now forced to come back to KB3 and submission.

54.	Q—Kt7 ch
55. K—Kt3	Q—B3
56. Q—Q6 ch	K—B1
57. B—Q4	Q—Q1
58. Q × Q ch	K × Q
59. B—Kt7	K—B2

Resignation was most appropriate.

60. B × P	P—Kt3
61. P × P ch	K × P
62. K—R4	Resigns

15

2nd CANDIDATES' TOURNAMENT, ZÜRICH, 1953

Black: G. STÄHLBERG

King's Indian Attack

1. P—K4	P—QB4
2. P—Q3	

Both players are fencing for their opening positions. The Swedish grandmaster, who normally favours the French Defence, presumably felt that Petrosian would play a close game anyway and that the advance of the QBP left him with a greater choice.

2.	Kt—QB3
3. Kt—KB3	P—KKt3

4. P—KKt3	B—Kt2
5. B—Kt2	P—Q3
6. 0—0	Kt—B3
7. QKt—Q2	0—0
8. P—QR4	

Ultra-positional play, with White keeping strictly to the King's Indian formation and making no direct attempt to come to grips with his opponent.

8.	B—Q2
---------	------

9. Kt—B4 Q—B1

The first sign of ambition. Black plans to seize the initiative and, in so doing, overestimates his prospects. Sounder was 9. Q—B2, followed by centralising the Rooks at Q1 and K1 and the preparation of P—Q4.

10. R—K1 Kt—KKt5

11. P—B3 P—KR3

12. Q—K2 K—R2

13. KKt—Q2 P—B4

Ståhlberg has been quite taken in by White's slow manœuvring and launches an offensive which has little hope of success. The resulting weaknesses, both on the K side and in the centre, are the root cause of his defeat.

14. P—B4 P × P

15. P × P Kt—B3

16. Kt—B3 B—Kt5

17. Kt—K3 B—R6

Here, it seems to me, Black commits a further slight inaccuracy by offering his QB for exchange. Its absence accentuates the damage already done to the white squares by the thirteenth move. 17. B—K3 was better.

18. Kt—R4 B × B

19. Q × B P—K3

20. Q—QB2



Black is in serious difficulties. Both his KP and his QP are weak, whilst White's last move threatens a decisive discovery on the KKtP by

P—K5. These points require constant defence from now on.

20. Kt—K2

21. Kt—B4 Kt—K1

22. B—Q2 Q—B8

23. R—K2 R—Q1

24. QR—K1 P—QKt4

Seeing White's position growing stronger and stronger, Ståhlberg desperately searches for some counterplay. The outcome, unfortunately, is only more trouble for the defender in the shape of a QRP cut off from its fellows. 24. P—Kt3 followed by P—R8 and P—QKt4 was the patient way of trying to gain some space.

25. P × P Q × KtP

26. Kt—K8 R—QKt1

27. B—B1 B—B8

28. Kt—B3

Though the white minor pieces have had to step back, this is purely temporary and their effectiveness has not been lessened.

28. P—B5

To fix White's backward QKtP. Black's plight in this game is such that even this natural idea seems to react against him, affording the enemy an additional target before long.

29. K—Kt2!

A real Petrosian move. It was for him an instinctive reflex, as soon as the KKt1—QR7 diagonal was opened, to move his King off it to a safe white square. This hypersensitivity to danger enables him to avoid it before, as it were, it exists.

29. B—Kt2

30. P—R4

Without actually threatening P—R5, this advance at least gives Black something else to worry about.

30. K—Kt1

31. R—Q1

The probing continues. Now the

possibility of Kt—Q4 is annoying for Black; for example, 31. Q—B3; 32. Kt—Q4, Q—B1 (or Q—B3; 32. B x Kt; 33. R x B, P—Q4; 34. Kt—Kt4!); 33. Q—R4, etc.

31. R—B1
Enabling him to answer 32. Kt—Q4 with 32. Q—Q2.

32. P—K5!
This unexpected stroke brings the game to life. Black has the choice between 32. P—Q4; 33. P—R5, when his K side is broken up, and seeing his opponent's idea through.

32. P x P
33. Q—K4!



The subtle point of White's combination. The immediate 33. P x P could have been met by 33. Q—B3, but after the text move it is White who enjoys all the play; for instance, if 33. P x P, he wins material by force after 34. Q x P ch, K—R2 (or 34. R—B2; 35. Kt—Q5!); 35. Kt—Q5, Kt—B2; 36. Kt x Kt (B2), R x Kt; 37. Q—Q6!, Q—Kt2; 38. B x P, KR—B1; 39. Q—K6, R—B1; 40. R—K4!

33. R—QB4
34. P x P Q—B3
As 34. B x P would permit White a winning attack after 35. Kt—Kt4, he aims to gain some relief in the exchange of Queens.

- 35. Kt—B2 Q x Q
- 36. R x Q Kt—QB3
- 37. Kt—K3 Kt—R4

There is nothing to be got from taking the KP, for White obtains more than sufficient in return. Thus, if 37. Kt x P; 38. Kt x Kt, R x Kt (not 38. B x Kt; 39. Kt—Kt4, etc.); 39. R x R, B x R; 40. Kt x P, B—Kt2, the QRP falls after 41. B—K3, P—R3 (41. R—B2?; 42. R—Q8!); 42. R—QR1, Kt—B2; 43. B—Kt6.

- 38. Kt—Q2! Kt—B2

Capturing the pawn had very much the same result as on the previous move.

- 39. Kt(K3) x P R—Q1
- 40. R(Q1)—K1 Kt x Kt
- 41. Kt x Kt Kt—Q4

Although Black has lost a pawn, he has achieved his object and attained a degree of activity for his pieces. This makes the winning process a difficult one. White must first of all consolidate his own position, then drive the enemy force back on to the defensive, and finally, when this has been successfully accomplished, turn his attention to Black's weak QRP.

- 42. Kt—Q2 R—Kt1
- 43. R—R4 R—B2
- 44. Kt—B3 Kt—Kt3
- 45. R—KKt4 K—R2
- 46. Kt—Q4 R—K1
- 47. R(Kt4)—K4 P—R3
- 48. R(K1)—K2

Defending the QKtP and preparing to bring his Bishop into action.

- 48. Kt—Q2
- 49. Kt—B3 R—QKt1
- 50. B—K3 B—B1
- 51. R—R4!

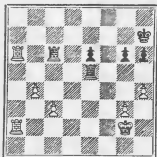
Petrosian handles his pieces beautifully, obtaining the maximum efficiency from each.

- 51. R—B3
- 52. B—Q4 R—Kt4
- 53. P—QKt4 B—Kt2

54. R(K2)—R2!

Offering the KP for the QRP, a transaction which is possible because of a brilliant tactical finesse.

54. Kt x P
 55. Kt x Kt B x Kt
 56. B x B R x B
 57. R x P



What is to prevent 57. . . . R x P? Only 58. R—R7 ch, K—Kt1; 59. R—R8 ch, K—B2; 60. R(R2)—R7 ch, K—B8; 61. R—B8 mate!

57. R x R
 58. R x R K—Kt2
 59. P—B4 K—B3

Black might have given up here, for the two connected passed pawns cannot be contained.

60. P—Kt5 R—K7 ch
 61. K—B3 R—B7
 62. R—B6 R—B6 ch
 63. K—B4 R—B8
 64. P—Kt6 R—QKt8
 65. P—Kt4 K—K2
 66. K—K5 R—K8 ch
 67. K—Q4 Resigns

16

21st U.S.S.R. CHAMPIONSHIP,
 KIEV, 1954

Black: A. SOKOLSKY

King's Indian Attack

1. Kt—KB3 Kt—KB3
 2. P—KKt3 P—QKt3

One of the rare instances of Black being able to undertake the Queen's fianchetto as early as the second move. Most openings do not permit such latitude.

3. P—Q3 P—Q4

In this way the intended P—K4 can be held back for some time, though not prevented.

4. B—Kt2 B—Kt2
 5. 0—0 P—K3

6. . . . P—Kt3 and the double fianchetto makes an excellent alternative.

6. QKt—Q2 B—K2
 7. P—K4! P x P
 8. P x P 0—0

Not 8. . . . Kt x P?; 9. Kt—K5!, Kt—B4; 10. B x B, Kt x B; 11. Q—B3, etc.

9. P—K5

The same method as he applied against Barcza. The big difference between the two games, however, is

that whereas the centre was closed in the former, here Black has made sure there is an open file.

The principal effect of this is to give the contest a lighter texture. Perhaps it is also true to say that it is more drawish—which is not necessarily a bad thing from Black's point of view. The direct contact that can now occur between the pieces in the centre (compared with a slow build-up behind the pawns) renders it difficult for either side to disturb the balance sufficiently for a decisive result.

9. KkT—Q2

10. Q—K2 Kt—QB3

10. . . . P—QB4 is possible, but it leaves a hole at Q3 which could easily prove a liability.

11. R—Q1

As White admits two moves later, the first priority should be the over-protection of the KP by R—K1. The lost tempo causes him to be extra careful in the coming positional manoeuvring.

11. Q—B1

12. P—QR3 P—QR4

13. R—K1 R—Q1

14. Q—B4

White's movements are restricted as long as the Queen remains on K2, so he transfers it to another, and more aggressive, post.

14. Kt—B4

15. P—Kt3

It might have been more precise to have played this sooner and not allow any chance of the cramping P—R5 (which can now be answered by P—QKt4).

15. B—B1

16. Q—B4 R—Q2

17. Kt—B1 Q—Q1

18. B—K3 Kt—K2

19. Q—KKt4

Not, of course, 19. B × Kt, Kt—Kt3; 20. Q—KKt4, B × B, when Black acquires a valuable Bishop.

19. Kt—B4

20. B—B4



Only now can one say that the opening phase is over. White has involved himself in some tricky regrouping in order to support his KP and keep to his basic plan of attacking on the K side, but he has accomplished it successfully and can look forward to the middlegame with confidence.

Black, for his part, has not wasted his time: he has assumed control of the Q file and so managed his minor pieces as to obtain the maximum influence in the centre. This ensures him active counterplay.

20. Kt—Q5

21. Kt × Kt R × Kt

22. B × B Kt × B

23. P—KR4 Kt—B4

24. Kt—R2 Q—Q2?

Having handled the game excellently up to here, Sokolsky at last makes an error. 24. . . . K—R1 was required, enabling him to meet the advance of the enemy KRP with P—R3. The central file is of lesser import at the moment, since even if White gained a hold on it (after 24. . . . K—R1) by 25. QR—Q1, R × R; 26. R × R, it would be purely temporary.

25. Kt—B3 R—Q4

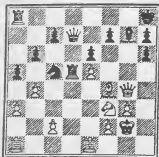
26. P—R5 K—R1

27. P—R6 P × P

He reckons that 27. . . . P—Kt3 would not only weaken the black

squares, but it would be passive as well; whereas this affords hope of fighting back. It was a hard decision.

28. K—Kt2 B—Kt2
29. P—Kt4!



Petrosian is wide awake to the least opportunity. Exploiting the fact that it would be dangerous for his opponent to open the R file at a time when he is already under pressure on the other wing, he drives the Knight from its centralised position. A small yet significant gain.

29. Kt—Kt2
30. Q—R4 R—KKt1
31. B × P B × B
32. Q × B R—Kt3
33. Q—R4 K—Kt2

Thus Black has defended himself against direct assault (e.g. 34. R—R1, P—R3!). However, the Rook is badly boxed in on Kt3, and this factor does not escape White's sharp eye. He forces the Queens off by a subtle feint and shifts the scene of battle to the Q side.

34. R—K4! Q—Q1

Otherwise the threat of R—R1 followed by R—Kt4 is decisive.

35. P—B4! R—Q6
36. Q × Q Kt × Q

36. R × Q was probably a little better, though, after 37. R—Q4, R—QB1 (or 37. R × R;

38. Kt × R, K—B1; 39. Kt—B6!); 38. Kt—R4, all Black's men have been put to flight.

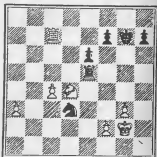
37. P × P P × P
38. R—Q4 R × R
39. Kt × R Kt—Kt2

This loses a pawn. 39. P—KB8 was more stubborn, but the reply 40. P × P ch leaves Black with such a ragged formation that he could hardly expect to survive against Petrosian's technique.

40. R—QKt1 Kt—B4
41. R—Kt5 Kt—Q6
42. R × P R—Kt4
43. R—R7

If 43. Kt—B3, Black plays 43. R—Kt5, and the Rook can no longer be shut out by P—B4.

43. R × P
44. R × P



As far as the placing of his pieces is concerned Black has made a good recovery. But the damage has been done, and the outside passed pawns cannot be stopped.

44. P—R4
45. R—Q7 Kt—B4
46. R—R7 Kt—Q6

Or 46. R—K5; 47. Kt—Kt5, R × P; 48. Kt—Q6 (or R × P ch) and White must win.

47. P—R4 R—K5
48. Kt—Kt5 R—K7

Petrosian does not let this last

token of resistance interfere with his winning plan.

49. K—B3! R—B7
 50. R—B7 Kt—K4 ch
 51. K—K4 R—K7 ch
 If 51. . . . Kt × P; 52. K—Q3,
 R × P; 53. K × Kt, the QRP soon
 costs Black his Rook.

52. K—Q4 Kt—B6 ch
 53. K—Q3 R × P
 54. K—K3 R—B8

55. K—K2 Kt^a—R7

It is interesting to observe the relationship between material and the other elements of space and time. Black has now recovered his pawn only to see his pieces once again pushed aside. Defeat is not far off.

56. P—B5 K—Kt3
 57. P—B6 R—B8
 58. R—B8 K—B4
 59. P—B7 K—K5
 60. R—Q8 Resigns

17

GREAT BRITAIN v. U.S.S.R. MATCH, LONDON, 1954

White: P. S. MILNER-BARRY

Sicilian Defence

1. P—K4 P—QB4
 2. Kt—K3 P—Q3
 3. P—Q4

In recent years Milner-Barry has experimented with a preliminary P—B3, which aims at an eventual occupation of the centre with pawns. How much Petrosian is at home in the slower type of struggle you may judge from the very next game.

3. P × P
 4. Kt × P Kt—KB3
 5. Kt—QB3 P—QR3
 6. B—K2

The classical response to the Najdorf Variation. On objective grounds this choice cannot, of course, be criticised; nevertheless, it seems to me that the very aggressive lines arising from 6. B—Kt5 would be more likely to unsettle Petrosian and perhaps divert him from his normal strategic course.

It is easy to say that. In his place, one would be haunted with some cause—by misgivings about one's theoretical preparedness for the sharper contest.

6. P—K4

This thrust, both here and in the related Boleslavsky Variation (1. P—K4, P—QB4; 2. Kt—KB3, Kt—QB3; 3. P—Q4, P × P; 4. Kt × P, Kt—B3; 5. Kt—QB3, P—Q3; 6. B—K2, P—K4), is an expression of the great contribution that modern theory has made to the understanding of the openings and positional play in general.

It is strange that a century or more ago an early P—K4 in the Sicilian was not considered unreasonable (Löwenthal played it against Morphy in one of their match games); but as chess became more scientific so it was asserted that an advance which voluntarily

left a backward pawn must of itself be bad.

Now the wheel has turned again, and a deeper study has revealed that the 'incorrect' move also has its merits. The QP and the square in front of it may be weaknesses, yet they can be tolerated; while in return Black obtains a firm hold in the centre and, as a consequence, good prospects of counterplay.

7. Kt—Kt3 B—K2
8. 0—0 0—0
9. P—B4

9. B—K3 enjoys the best reputation. In fact, Geller employed it to such effect in the Interzonal and Candidates' Tournaments in 1962 that Fischer gave up the above order of moves and went back to 7. B—K3.

For a third possibility, 9. B—KKt5, see Game 35.

9. P—QKt4!

Energetic play and an improvement on 9. QKt—Q2, which Petrosian had himself adopted against Novotelnov in the 19th U.S.S.R. Championship and also against Botvinnik at Budapest, 1952.

The game with the World Champion went on as follows: 10. P—QR4; P—QKt3; 11. B—Q3, B—Kt2; 12. Q—K2, R—K1; 13. P×P, QKt×P; 14. B—KB4, Q—B2; 15. K—R1, KKt—Q2; 16. Kt—Q4, P—Kt3; 17. Kt—B3, B—KB3; 18. Kt×Kt, Kt×Kt; 19. QR—K1, B—Kt2; 20. P—R3, Q—B4; 21. B—K3, Q—Kt5; 22. B—B1, R—K2, and a draw was agreed.

10. P×P

If now 10. P—QR4, Black obtains excellent chances by 10. P—Kt5; 11. Kt—Q5, Kt×Kt (not 11. Kt×P?; 12. B—B3!); 12. Q×Kt, Q—Kt3ch; 13. K—R1, B—Kt2.

Exchanging pawns, however, rather relieves Black of any trouble in the centre, and for that reason

both 10. B—K8 and 10. P—QR8 seem preferable.

10. P×P
11. B—Kt5 QKt—Q2
12. B—Q8

12. Kt—Q5 failed because of 12. Kt×Kt; 13. Q×Kt, B×B! 14. Q×R, Q—Kt3 ch and 15. B—Kt2, trapping the Queen. But a good alternative was 12. P—QR8, since the reply 12. Kt×P was not to be feared, e.g. 13. B×B, Kt×Kt; 14. B×Q, Kt×Q; 15. QR×Kt, R×B; 16. Kt—B5!, winning a piece.

12. P—Kt5

As the advance of the Q-side pawns forces White to improve the positions of his pieces, it would probably have been better to hold back for the moment and carry on developing by 12. B—Kt2. The situation is similar to that which arises in the system introduced by 6. P—B4 (instead of B—K2), but in this case White's KKt is poorly posted and cannot help much in an attack, as it can from KB8.

13. Kt—K2 P—QR4
14. Kt—Kt3 P—R5
15. Kt—Q2 Kt—B4
16. Kt—B4 B—K3

An inaccuracy, which should have cost Black his initiative after 17. Kt—B5!, B×Kt (KB5); 18. R×B. The correct way to continue was 16. Kt—K3!; 17. B—Q2 (17. B—K8, B—B4!). Q—B2, aiming for control of the important black squares at KB5 and Q5.

17. B×Kt?

Not only does Milner-Barry miss his opportunity, but, far worse, he commits a positional blunder, as a result of which his game must be reckoned as strategically lost. On no account should he have parted with his good Bishop; for he is left defenceless at the key points already mentioned, as well as several others.

B x B

17.
 18. Q-K2
 18. Kt-B5 would now merely
 lose a pawn for nothing after
 18. ... B x Kt (QB4); 19. B x B,
 Kt x P.

P-Kt3!

B-Kt4!

18.
 19. QR-Q1



The KB has emerged to take over the black squares. When this happens, in both the Boleslavsky and Najdorf Variations, it is a sure sign that the Sicilian has succeeded and that the counter-attack is under way.

20. Q-B2 Q-B2
 21. B-K2 KR-Q1
 22. P-Kt8

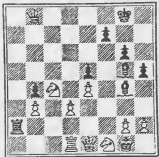
To protect the Knight and enable him to contest the Q file. The idea defeats itself, in that another avenue of assault is immediately presented to Black; but so compromised is White's game that no move can be satisfactory, and,

accordingly, further criticism would be out of place.

22. R x R1
 23. R x R P x P
 24. RP x P R-R7
 25. Q-K1 Q-Kt1
 26. B-Q3 P-R4

With the pressure mounting on all sides, White's position now collapses. He is, anyway, fast approaching Zugzwang.

27. Kt-B1 Kt x B!
 28. P x Kt B-Kt5



White must concede material. For instance, if 29. R-Kt1, then 29. ... R-K7; 30. Q-Kt3, B-B5; 31. Q-R4, P-Kt4 nets the Queen.

29. R-R1
 The agony would only have been prolonged by 29. R-Q2.

29. Q-R2 ch
 Resigns

18

BELGRADE, 1954

White: M. CZERNIAK

Sicilian Defence

1. P—K4 P—QB4
 2. Kt—KB3 P—Q3
 3. P—B3

None of the irregular ways of combating the Sicilian seems to have much bite in practice. The text move is typical. It is perfectly logical to want to support P—Q4 so that Black's traditional exchange may result in a pawn on Q4 rather than a piece; yet the desired centre usually proves more trouble than it is worth, for in the time taken preparing it Black can organise counter-measures.

8. Kt—KB3
 4. Q—B2

Guarding a pawn is an unbecoming task for a Queen. Both 4. B—Kt5 ch followed by Q—K2 and the manoeuvre B—Q3—B2 are preferable.

4. Q—B2

Hindering P—Q4. A simpler alternative is 4. Kt—B3; 5. P—Q4, P×P; 6. P×P, P—Q4!; 7. P—K5, Kt—K5, with good play for Black (Smyslov-Fischer, Candidates' Tournament, 1959).

5. P—Q3

The expected follow-up was 5. B—B4, P—K3; 6. P—Q4, with about even chances. The cautious move chosen by Czerniak presents no problems to the second player.

5. P—KKt3
 6. B—K2 B—Kt2
 7. 0—0 0—0
 8. P—KR8

White has adopted an Old Indian

Reversed formation. It does not deserve to be called an attack, like the King's Indian with a move in hand; its chief feature is solidness.

8. P—Kt3
 9. B—B4 QKt—Q2
 10. QKt—Q2 B—Kt2
 11. B—R2 P—K4
 12. Kt—R4?

By his own free will White took up a slightly defensive attitude in the opening, and now, at the first sign of action from his opponent, he changes his tactics. This is wrong. With the type of set-up he has, careful manoeuvring is required before an aggressive plan may be launched. Most appropriate, therefore, was 12. Kt—B4, to be followed by KKt—Q2 and such moves as Kt—K3, KR—K1, and B—B1, according to circumstances.

12. P—Q4

Petrosian seizes the opportunity to strike in the centre.

13. P—KB4

It is arguable that he should have at once returned the Knight from its offside position. Few players could bring themselves to do that.

13. KP×P
 14. B×P Q—Q1
 15. KKt—B3 R—K1
 16. QR—Q1

An indirect defence of the KP, based on the disclosure of a pin down the Q file in the event of 16. P×P. Another idea was to sacrifice the pawn by 16. P—K5, Kt—R4; 17. B—R2 in order to

break up Black's K side (17. . . . Kt x P; 18. Kt x Kt, B x Kt; 19. B x Kt); but as Black would retain the initiative, this would be unlikely to do much harm.

16. P-B5!



White's position is now critical. In a disorganised state because of his unsuccessful Knight sortie (moves 12 to 15), he is unable to maintain his centre against the powerful blows being rained upon it. If, for instance, 17. P x BP, P x KP, Black would be ready to mount an attack behind his passed pawn.

17. P-K5 P x P
18. B x P Kt-R4
19. B-KKt5 Q-B2
20. B-Kt5

The KP is doomed, so Czerniak strives for tactical complications.

20. Q-E, ch
21. Kt-Q4 R x P
22. Kt-B3 R x B!

Not 23. Kt x R on account of 23. . . . B x Kt ch and 24. . . . Q x B.

23. . . . R-Kt8

The Rook appears to be in a tight spot, but Petrosian has looked deeply into the position and seen that it can be extricated in every variation.

24. Q-B2 Q-B2
25. B-Kt4

This encircling of the Rook is less effective than 25. B-Kt5, when the threat of Kt-K2 is not so easily met. Black would have to play 25. . . . B x Kt!; 26. Kt x B (otherwise 26. . . . Kt-B5!; 27. Q x R?, Kt-K7 ch wins), R-Kt4, emerging safely—e.g. 27. Kt-B3, R-B4; 28. P-Kt4, Kt-B5; 29. Q-R2, R-B3, etc. But there would be no need for White to weaken his King position; apart from the pawn minus, his game would be sound.

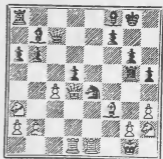
25. Kt-B3

Gaining time by attacking the Bishop (26. Kt-K2, Kt x B!).

26. Kt-QKt5 Q-Kt1
27. Kt-R2 P-KR4
28. B-B3 R-Kt4

White's efforts to close the trap have come to nothing and his pieces are left somewhat misplaced. He tries hard over the next few moves to raise new problems, but the net result is a worsening of his fortunes.

29. KR-K1 P-R3
30. Kt-R3 Q-B2
31. P-B4 Kt-K5
32. Q-K3 B-R3
33. Q-Q4 B-KB1!



Czerniak has paid dearly for mishandling his Knights. It is a choice between the exchange and 34. Q-Q3, B-B4 ch; 35. K-B1, Kt-Kt 6 mate.

34. Q-K3 B-B4

35. R—Q4 R—K1
 36. Kt—B2 R(Kt4)—K4
 37. Q—R6 Kt—Kt4

Merciless play! White is now faced with . . . R × R ch, . . . B × R ch, and, last but not least, . . . B—KB1.

38. Q × Kt! B × R ch
 39. Kt × B R × R ch
 40. Kt—B1

And, without waiting for a reply, White resigned.

19

22nd U.S.S.R. CHAMPIONSHIP, MOSCOW, 1955

Black: M. TAIMANOV

Queen's Gambit Declined, Semi-Slav Defence

1. P—Q4 Kt—KB3
 2. P—QB4 P—K3
 3. Kt—KB3

Not giving his opponent the chance to play the Nimzovitch Defence, in which he is a great expert. Faced with the same situation in the previous Candidates' Tournament, Taimanov continued with the Queen's Indian; here he decides to change his tactics and goes for the solid qualities of the Slav.

3. P—Q4
 4. Kt—B3 P—B3
 5. P—K3

Petrosian is in the mood for a full-blooded encounter. 5. P × P (as occurred in Game 6) would be very drawish against a fellow grandmaster.

5. QKt—Q2
 6. B—Q3 B—Kt5

The Romih Variation, which has rarely been seen since Euwe lost to Botvinnik with it in the World Championship Tournament in 1948. But it could not have been a surprise, since Taimanov was one of the

few who had shown faith in it; for instance, he had employed it against Botvinnik in their play-off match after the 20th U.S.S.R. Championship.

7. 0—0

This, the original reply from San Remo, 1930, is probably at least as good as 7. P—QR3, which was preferred in the above-mentioned games.

7. 0—0
 8. Q—B2 B—Q3

Black intends to carry out the Tchigorin plan: to free himself in the centre by . . . B—Q3, . . . P × P, and . . . P—K4. However, he has got the moves in the wrong order here, and correct was 8. . . . P × P and then 9. . . . B—Q3. This way, White is able to bring more support to his central pawns.

9. P—QKt3! P × P

The immediate 9. . . . P—K4 would be bad on account of 10. BP × P, BP × P; 11. Kt—QKt5, followed by P × P, when Black is left with an isolated QP to defend.

10. P × P P—K4
 11. B—Kt2 R—K1
 12. Kt—K4

Forcing an exchange of Knights on K4 (otherwise the black KP cannot properly be protected) and thereby removing an important piece from the enemy K side.

12. Kt × Kt
 13. B × Kt P—KR3
 13. P—KKt3

was also possible, since it gives a firm defensive position and it is by no means easy for White to exploit the weakness on the long diagonal. Nevertheless, one can understand Taimanov's unwillingness to take such a step.

14. QR—Q1 P × P

The drawback of exchanging pawns is that it promotes White's attack for him. It is true that it will be obligatory within a few moves, but the preliminary 14. . . . Q—K2 improves Black's resources.

15. B—R7 ch!

Probably Taimanov overlooked the significance of this intermezzo. It is soon made clear.

15. K—R1
 16. R × P



Were the Bishop still on K4, Black could wriggle out with Kt—B3! (P—B5, Kt × B!); but now 16. . . . Kt—B3 is refuted by 17. P—B5, Kt × B; 18. R × B,

threatening both the Queen and the KRP.

16. B—B4

The alternatives all give ground at once: 16. . . . B—K2 is defeated by 17. Kt—K5; while both 16. . . . Q—K2 and 16. . . . B—B1 are strongly answered by 17. KR—Q1, to be followed by R—R4.

17. R—B4!

To stop Kt—B3. The point of White's manoeuvres here is that he wants to play R—R4 at a moment when Kt—B3 is out of the question, and thereby induce the weakening P—KB3 instead.

17. Q—K2

Guarding the KBP with the Rook gave rise to some fascinating variations. For example:

(i) 17. . . . R—K2; 18. R—R4, R—K3; 19. B—B5, R—Q3; 20. P—K4, Kt—B1; 21. P—K5, B × B; 22. Q × B, R—Q2; 23. P—K6!

or (ii) 17. . . . R—B1; 18. R—Q1, B—K2 (or 18. . . . Q—K2; 19. R—K4, Q—Q1; 20. R—R4!); 19. Kt—K5, Q—K1; 20. R × Kt!!!, B × R; 21. R × P!!, R × R (better is 21. . . . Q × R, though the attack should still win after 22. Kt × Q ch, R × Kt; 23. B—Kt6); 22. Kt—Kt6 ch, K × B; 23. Kt—B8 ch, K—Kt1; 24. Q—R7 ch, K × Kt; 25. Q—R8 mate!

18. R—K4 Q—B1?

A mistake, which hastens the end. Going back to Q1 would have compelled White to look again for the winning line, e.g. 19. R—B4, Q—K2; 20. Kt—R4!, Kt—B1; 21. Q—B3, Kt—K3; 22. B—Kt1!, and there is no way of meeting the combined threats to the black King.

19. R—R4 P—B3

Forced: 19. . . . Kt—B3 did not prevent R × P; whilst 19. . . . R—K3 failed against 20. Kt—Kt5!,

R—Q8 (20. P×Kt; 21. B—Kt8 ch!); 21. Kt—K4, R—K8; 22. B—B5, etc.

20. B—Kt6 R—K2

21. R—R5

Freeing KR4 for the Knight and preparing the decisive invasion of the white squares.

21. B—Q8

22. R—Q1 B—K4

23. B—R3 P—QB4

24. Kt—R4 Resigns

Grandmasters are not often reduced to such a state of helplessness so quickly. Black has no satisfactory moves, and his material equality is merely nominal. If 24. Q—Kt1, both 25. B—R7,

Position after 24. Kt—R4 Resigns



Q×B; 26. Kt—Kt6 ch and 25. B—K4 win at once; whilst if 24. Q—Q1; 25. B—K4, K—Kt1, then 26. B—Q5 ch settles the issue.

20

HUNGARY v. U.S.S.R. MATCH, BUDAPEST, 1955

Black: G. BARCZA

Queen's Gambit Declined, Orthodox Defence

1. P—Q4 Kt—KB3

2. P—QB4 P—K3

3. Kt—QB3 P—Q4

4. P×P

It has gradually become the practice to make this exchange earlier and earlier. In so doing White obviates a variety of defensive systems, while guaranteeing for himself a slight, yet enduring, initiative.

4. P×P

5. B—Kt5

Petrosian is also quite fond of B—KB4. For an illustration of it see the final game in this book,

though there his opponent, Botvinnik, is White.

5. P—B3

6. P—K3

The most precise. For a long time it was thought that 5. Q—B2 was necessary in order to prevent (or, at any rate, hinder) Black from developing his QB actively at KB4. Now this view has been challenged, and the present encounter shows one of the reasons why.

6. B—KB4?

If this is to be played, it must be preceded by 6. P—KR3. Of

course, 6. B—K2 and 6. QKt—Q2 are sound enough in their own right.

7. Q—B3! B—Kt3

A tame reply, but he has little choice now. The theoretically-critical line arises (with 6. P—KR3; 7. B—R4 interpolated) out of Q—Kt3!, and so interesting are the tactics involved that it is perhaps worth a lengthier digression than usual.

At the 12th Olympiad in Moscow the following year the game between Smyslov and Pachman went on 8. Q—Kt3; 9. Q × B, Q × KtP; 10. Q—B8 ch, K—K2, at which point White had to make a difficult decision—namely, whether or not to seek a direct refutation of Black's play by 11. Kt—Q1 or 11. R—Kt1. That he was correct not to was proved by subsequent analysis. e.g.:

(i) 11. Kt—Q1, Q—Kt5 ch; 12. K—K2, P—KKt4! (this important resource would not be available without the preliminary P—KR3); 13. P—QR3, Q—Kt4 ch; 14. K—K1, Q—R4 ch; 15. K—K2, B—Kt2!

and (ii) 11. R—Kt1, Q × Kt ch; 12. K—Q1, P—KKt4!; 13. B—Kt3 (13. Q × P ch, QKt—Q2; 14. Q × R is too hazardous in view of 14. Kt—K5; 15. Kt—B3, P × B), B—Kt2, etc.

Instead, Smyslov continued with 11. Kt × P ch!, P × Kt; 12. Q—B1. However, the excitement was by no means over—in fact, it grew with each new move: 12. Q—Kt5 ch; 13. K—K2 (very bold; after 13. Q—Q2, Q × Q ch; 14. K × Q, P—KKt4; 15. B—Kt3, Kt—K5 ch Black is not too badly off), Q—Kt4 ch (he should have tried 13. P—KKt4; 14. B—Kt3, Kt—K5; 15. P—B3, Q—Kt4 ch; 16. K—K1, Q—Kt5 ch; 17. K—Q1, Kt—B6 ch; 18. K—B2 with a sharp struggle) 14. K—B3!, Q—Q2; 15. B × Kt ch, K × B.



What an amazing position to get from the Exchange Variation of the Queen's Gambit! It is very much in White's favour because of the weakness of the enemy QP, and with Smyslov's renowned technique plus one or two slips from Black, this was sufficient for victory. But let us return to our original game.

8. B × Kt P × B

Preferable was 8. Q × B; 9. Q × Q, P × Q, since there would be less to fear in the way of straight attacks on the King.

9. Q—Q1!

Such a move shows a far greater understanding of chess than any brilliancy. The Queen has fulfilled its purpose in going to KB3 and has nothing else to do there; now, in the absence of the black-squared Bishop it is needed to guard its own wing. These considerations outweigh the principles of development.

9. Q—Kt3

10. Q—Q2 Kt—R3

11. Kt—B3 0—0—0?

12. P—QR3

Barcza's last move was by no stretch of the imagination a satisfactory solution to his King problem, and he soon has to admit it. Broken though his pawns are on the K side, it was not beyond him and his Bishops to construct a fortress.

As it is, White enjoys the unbelievable luxury of conducting the minority attack against the King.

Position after 12. P—QR3



12. Kt—B2
 13. P—QKt4 Kt—K1
 14. B—K2 Kt—Q3
 15. Q—R2
 Stopping . . . Kt—B5.

15. Kt—K5

Since he has been at pains to deploy the Knight at a good post, this together with his next seems senseless and cannot even be justified by the need to reduce White's attacking potential. Better was 15. . . . B—R3 with . . . KR—K1 to come.

16. R—QB1 Kt × Kt
 17. R × Kt B—Q3
 18. 0—0 K—Q2
 19. Kt—R4!

Before proceeding on the Q side, Petrosian undertakes a small manoeuvre to win the KB5 square for his Knight. The method he employs is of the utmost simplicity.

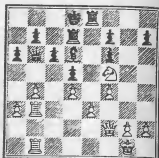
19. K—K2

19. . . . KR—K1 is again more natural.

20. P—B4! B—K5
 21. B—Q3 B × B
 22. R × B R—Q2
 23. Kt—B5 ch K—Q1
 Or 23. . . . K—B1; 24. Q—KB2!, threatening Q—R4 and Q—Kt3.

24. R—Kt1 P—QR3
 25. Q—KB2 R—K1

26. R(Q8)—Kt3



This position is manifestly won for White. The advantage which he gained on the eighth move has slowly increased in significance until now its effect is felt across the whole board. Black's trouble is not only that his King has nowhere to shelter but also that his pieces lack any scope for counterplay. The Bishop, for instance, facing a barrier of enemy pawns, cuts a poor figure compared with the Knight in its dominant and impregnable station.

26. Q—Kt4
 27. R—B3 B—B1
 28. Q—B2 Q—Kt3
 29. R(B3)—Kt3 Q—Kt4
 30. K—Bc

Petrosian is not in a hurry—and why should he be? I can well visualise him sitting with a bored expression on his face, surprised, as it were, that further proof of his superiority should be asked for.

30. R—B2
 31. R—B3 P—QR4

Activity from Black—ridiculous! He ought to have waited with 31. . . . Q—Kt3.

32. R(B3)—Kt3

Not 32. P—QR4, Q—Kt3; 33. P—Kt5, on account of 33. . . . B—Kt5. Now if Black tries . . . P—R5, he merely lands himself with another weak pawn to look after.

32. Q—B5
 33. Q—Kt2! P × P
 On the other hand, this has the defect of presenting White with the QR file.

34. P × P K—Q2
 35. R—QR1 R(B2)—B1
 36. R—R7 Q—Kt4
 37. Q—R3 R—B2
 38. Kt—Kt3
 The sentinel Knight is required for action.

38. R(K1)—B1
 Against 38. . . . R(B2)—B1
 White has a good answer in 39. Kt—K2, intending Kt—B3 and P—Kt5.

39. Q—Kt2 Q—B5
 40. Q—Kt1!
 Here the Queen exerts pressure along two key lines (the diagonal QKt1—KR7 and the QKt file).

40. K—K1
 41. Kt—R5 B—Q3
 Desperately hoping that White's grip will be relaxed by his capturing the pawn; even this is frustrated.

42. P—Kt5!
 The thematic break at last. Black's best defence would now be 42. . . . B—K2!, but he prefers to hasten events.

42. P—Kt3
 42. . . . P—QB4 would have been met by 43. P—Kt6, R—K2 (or 43. . . . R—B3; 44. R × P, etc.); 44. Kt × P ch, K—Q1; 45. Q × P!, and wins.

43. R—R2 P × P
 Or again 43. . . . P—QB4;
 44. R—B2, Q—R5; 45. Kt × P ch and 46. Kt × QP.

44. R × P
 It has been most noticeable so far how White has disdained to make any effort to win material—indeed, one could almost say he has made

no effort of any kind! Yet the results of his patience speak for

Position after 44. R × P



themselves, for while his formation is in perfect order, Black's is in shreds.

As a general rule, the fewer one's pawn groups (sometimes they are called 'islands') the better. Here we have 1 v. 4, and a finer demonstration could not be wished for. Throughout the remainder of the game the black pawns fall like over-ripe plums.

44. B—K2
 45. R × KtP R—B3
 46. R × R R × R
 47. R—R8 ch K—Q2
 48. R—R7 ch R—B2
 49. R × R ch K × R
 50. Q × P Q—R7 ch
 51. K—B3 Q—Q7
 52. Q—Kt1!

Remorseless! Black is not even to be allowed to check.

52. P—B4
 53. Kt—Kt3 B—R5
 54. Kt—K2 B—K2
 55. P—R3 B—Kt5
 56. Kt—Kt3 K—B3
 57. Kt × P K—Kt4
 58. Kt—Q6 ch K—R5
 59. Kt × P B—R6
 60. Kt—K5 Resigns

A humiliating defeat for Barcza.

21

U.S.S.R. v. U.S.A. MATCH,
MOSCOW, 1955

White: J. HOROWITZ

Queen's Pawn, King's Indian Defence

- | | |
|----------|--------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—B4 |
| 3. P—Q5 | P—K4 |

Petrosian must have prepared this line specially for its surprise value, as it is not part of his normal repertoire—and, indeed, I cannot imagine it ever becoming so. Its drawback is that it commits Black too early and to too much.

The old form of the Benoni, of which the blocked central pawn configuration is characteristic, used to be considered perfectly satisfactory for Black. Gradually, however, as opening knowledge deepened, this judgment came to be challenged; and now, mainly as a result of the experience gained from related positions in the King's Indian, it is accepted that White should be on top in the inevitable battle on the flanks. For this reason, the Modern Benoni (3. . . . P—K3), which preserves a more fluid situation in the centre, is invariably preferred these days.

- | | |
|-----------|--------|
| 4. Kt—QB3 | P—Q3 |
| 5. P—K4 | P—KKt3 |
| 6. P—KKt3 | |

An insipid move, which considerably eases Black's task. Generally speaking, the King's fianchetto is inappropriate when your QP is firmly anchored at Q5, for it is condemning the Bishop to a passive role for many moves ahead; and in this particular case, where both sides should be anxious to get ahead with their strategic breaks, it is even more important for the Bishop to be developed without loss of time and

upon a square whence it can make itself felt (i.e. K2). The correct procedure will be discussed further in Game 23.

- | | |
|------------|-------|
| 6. | B—Kt2 |
| 7. B—Kt2 | O—O |
| 8. KKt—K2 | Kt—R4 |

Preparations are well under way for advancing the KBP's. The text move is better than 8. . . . Kt—K1 because from R4 the Knight keeps a watch on White's KB4, and thus prevents it falling into the hands of its opposite number (after P—B4, P × P).

- | | |
|--------|-------|
| 9. O—O | Kt—Q2 |
|--------|-------|

Not at once 9. . . . P—B4, as after 10. P—B4, KP × P; 11. Kt × P, Kt × Kt; 12. B × Kt the Knight move is not possible.

- | |
|----------|
| 10. B—K3 |
|----------|

In due course this will amount to the loss of a tempo. Yet if White is the first with the K-side thrust, he finds himself compromising his position for nothing, e.g. 10. P—B4, P × P; 11. Kt × P (or 11. P × P, P—B4!), Kt × Kt; 12. B × Kt, Kt—K4, and Black has excellent play.

One must therefore conclude that Black already enjoys a slight initiative, a fact which shows up the innocuousness of his opponent's opening plan.

- | | |
|-------------|------|
| 10. | P—B4 |
| 11. P—B4 | |

It is worth noting that 11. Q—Q2 would be bad, in view of 11. . . . P—B5!; 12. P × P, Kt—Kt3!, etc.

11. KP x P
 Since White does have more room for his pieces, it would not be right to try to maintain the tension.

12. Kt x P Kt x Kt
 13. B x Kt
 On 13. P x Kt, Black's simplest would be 13. P x P; 14. Kt x P, Kt-B3, with good prospects.

13. Kt-K4
 14. Q-K2 P-QR3
 15. B-R3
 If only he could exchange this bad Bishop, he might get the better of it! But as Petrosian soon demonstrates that this is not feasible, he should clearly have contented himself with completing his development (15. QR-K1).

15. B-Q2
 16. P x P?
 Horowitz had set great store by this move, reckoning that if 16. B x P; 17. B x B, R x B, then 18. Kt-K4, threatening 19. P-KKt4, followed by Kt-Kt5, gave him a fine game—which is very true.

16. P x P!



And this way Black has an isolated pawn to defend. What the American master had failed to realise, however, was that the duty was not an onerous one; and, in addition, as long as the pawn remained there, it deprived White of the use of his K4.

17. QR-K1 Q-K1
 18. Kt-Q1
 So as to be able to answer P-Kt4 with P-Kt3 and also to redeploy the Knight on K3.

18. Q-Kt3
 19. Kt-K3 QR-K1
 20. Q-QB2 Q-R4
 Having mobilised his force smoothly and efficiently, Petrosian now drives the enemy Bishop back to Kt2 and thus liquidates the pressure on his KBP. That done, he will be free to commence aggressive operations in the centre and on the K side.

21. B-Kt2 R-K2
 22. P-QKt4 P-Kt3!
 He must not allow White's pawns to 'expand' (an expression coined by Nimzovitch) and so create possibilities for the pieces in their rear, as would have happened after 22. P x P; 23. P-B5, threatening both 24. P x P and 24. P-B6.

23. P x P KtP x P
 24. Q-Kt3 KR-K1
 25. Kt-B2

White's diversionary tactics on the Q side have had no effect—other than to leave him with a weak QBP. He is already looking fearfully back at his right wing, where the danger of Kt-Kt5 is imminent. In this context, the move chosen has a cunning point, but that alone, unfortunately, does not justify putting the Knight on such a poor square.

He should have played the obvious 25. P-KR3, which also conceals a small trap: 25. Kt-Kt3?; 26. B-B3!, Q x P; 27. B-Kt2, and the Queen is perpetually hounded. A continuation similar to that in the game would have preserved Black's advantage.

25. P-R4!
 Refusing to be enticed into 25. Kt-Kt5; 26. P-KR3, R x R; 27. R x R, B-Q5 ch;

28. K—R1, Kt—B7 ch, when there is no more than a draw.

26. P—KR3?

26. P—QR4 was the first essential, new weakness or not. Now White's defences begin to give way in all sectors.

26. P—R5

27. Q—Kt6 Q—Kt3

27. Kt × P was safe enough, since after 28. Q—R6, R × R; 29. Kt × R, Q—K7; 30. Kt—B3, Q × P White has very little chance of counterplay. It is typical of Petrosian not to permit his adversary the vestige of hope—and who can argue with his methods?

28. Q—R6

As both 28. Kt—K3, Kt—Q6! and 28. B × Kt, B × B were unquestionably bad, this is the only means of holding the QBP. The white Queen has no significant part in the rest of the game.

28. B—R3!

To remove White's most useful piece.

29. K—R1

Or 29. K—R2, B × B; 30. R × B, R—Kt2; 31. R—K3, Kt × P!, and wins.

29. B × B

30. P × B

Kt—Q6



White has nothing with which to oppose the invasion of the black pieces. The end is near.

31. R × R R × R

32. Q—R5

32. R—KKt1 would be well met by 32. . . . Q—Kt6!

32. R—K7

33. Q—Q8 ch B—K1

34. B—B3 R × Kt

35. B—R5

Signs of a scramble. White does not see the mate in one—nor does Black! 35. R—KKt1, Kt—B7 ch; 36. K—R2, Kt—Kt5 ch; 37. K—Kt3 was in any case hopeless.

35. Kt—B7 ch
Resigns

22

INTERZONAL TOURNAMENT,
GÖTEBORG, 1955

Black: C. GUMMARD

Queen's Gambit Declined, Orthodox Defence

- | | |
|-----------|--------|
| 1. P—QB4 | Kt—KB3 |
| 2. Kt—QB3 | P—K3 |
| 3. P—Q4 | P—Q4 |
| 4. Kt—B3 | B—K2 |
| 5. P—K3 | |

It is White's privilege to develop his QB outside the pawn chain. In surrendering it he gives up most of his prospects for the initiative.

- | | |
|---------|-----|
| 5. | 0—0 |
| 6. B—Q3 | |

Altogether too simple. In these days of refined opening techniques one does not expect to see tempi handed away as lightly as this. More in keeping with his previous play was 6. P—QKt3.

- | | |
|----------|--------|
| 6. | P × P! |
| 7. B × P | P—B4 |

Thus Black has already achieved his positional equaliser. We have, in fact, now transposed into the 'Accepted' form of the gambit, with the second player enjoying the advantage of an extra move (cf. Game 51).

- | | |
|----------|-------|
| 8. 0—0 | P—QR3 |
| 9. P—QR4 | |

Apart from 9. P × P, which would be terribly dull, this is the best choice in the circumstances; however, it seems very strange in the light of recent events in the World Championship Match, where Botvinnik employed the same device in no less than five games against an unflinching Petrosian (after 1. P—Q4, P—Q4; 2. P—QB4, P × P; 3. Kt—KB3, Kt—KB3; 4. P—K3,

P—B4; 5. B × P, P—K3; 6. 0—0 P—QR3).

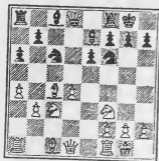
White's idea is to restrain his opponent's counterplay on the Q side, but it is not accomplished without a certain weakening of the QKt4 square.

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| 9. | Kt—B3 |
|---------|-------|

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|------------|--|
| 10. P—QKt3 | |
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Normally White plays Q—K2, answering P × P with R—Q1; but here, having his King securely castled, Black could probably support the pawn on Q5 by P—K4.

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|-----------|-------|
| 10. | P × P |
| 11. P × P | |



The isolated QP is born. Its merits and demerits have been argued by generations of masters, some stressing its dynamic strength, some laying emphasis on its static weakness. As Petrosian quite definitely belongs to the latter group, he is, both here and in Game 8, going against himself, as it were.

Black's present position is much better than Ilivitsky's was at this stage because the thematic manoeuvres to immobilise the QP can immediately be put into effect.

11. Kt—QKt5
12. Kt—K5 B—Q2

Simple and rapid development is called for, lest White should open the centre by P—Q5.

13. B—Kt2 B—B3
14. Q—Q2 QKt—Q4?

Petrosian, I am sure, would never have made this mistake, allowing his pawn structure to be compromised without any reason. Correct was first 14. . . . R—B1, when Black has a fine game.

15. Kt × B P × Kt
16. Kt—R2

The struggle now enters a new phase, in which White goes in for some complicated regrouping, designed eventually to lead to aggression on the K side. The text move, for instance, avoids exchanges arising out of . . . B—Kt5.

Meanwhile, the task of finding a constructive plan for Black is far from easy. His chief difficulty—which he has just brought upon himself—is that if he tries to rid himself of his QBP by advancing it, then he merely helps White (by removing his QP for him, clearing lines for his two Bishops, and even presenting him with a Q-side majority).

16. Q—Kt1
17. Kt—B1 B—Kt5
18. Q—B2 B—Q3
19. P—Kt3 R—Q1
20. Q—K2 Kt—QKt5
21. R—Q1 KKt—Q4

Both sides are absorbed in their own schemes. Black now intends to place his Bishop on KB3, whilst White replies by improving the standing of his Knight.

22. Q—K4 B—K2

23. Kt—K2 B—B3
24. K—Kt2 P—QR4
25. Kt—Kt1 Q—Kt2
26. Kt—B3 QR—Kt1
27. QR—B1 P—R8

An unnecessary move perhaps. Then, not everyone is such an expert at doing nothing as Petrosian.

28. K—Kt1 Kt—Kt3
29. B—K2 Kt(Kt3)—Q4

Hoping that White will be content with repetition by 30. B—B4, Kt—Kt3; 31. B—K2, etc. He is not.

30. Kt—Q2 B—Kt4

Again there is the threat of . . . Kt—R7. One must admit that Guimard has, apart from his early lapse, made a good showing in the middlegame so far; but it is questionable, with time-pressure and the end of the session approaching, whether he was wise to provoke the grandmaster to a sharper duel. 30. . . . B—K2 was safe.

31. R—B5 B—K2

Not 31. . . . R—R1; 32. Kt—B4, Q—B2, on account of 33. Q—K5!

32. R × RP

The challenge is taken up. It may be that Black was half counting on a draw by 32. QR—B1, B—Kt4, for the text does look risky.

32. Kt—R7

Putting both White's Rooks in jeopardy.

33. B—Q3 P—Kt3

33. . . . Kt—B3 was also possible, and no doubt Guimard wished he had tried it afterwards.

34. Q—B3

Or 34. Q—Kt4, P—R4; 35. Q—B3.

34. Q—B2?

Black is tempted by material gains and thereby commits a costly error. Considerable trouble could

have been caused by . . . Kt—B6 (either of them), but best of all was 34. . . . B—Kt5; 35. R—B5!, B × Kt!; 36. R × B, Q × P, when, despite White's two Bishops, the decisive battle was still to come.

Unfortunately, these opportunities do not occur twice, for the game quickly veers away from Black.

35. R—B5! B × R
36. P × B



The outpost at QB5 and the isolated pawn have served White well, and now, with his QB in command of the long diagonal, he is ready to launch a powerful assault on the enemy King.

36. Kt(R7)—Kt5
36. Kt(R7)—B6 would imperil the Knight after 37. R—R1 followed by B—B4.

37. B—B4

A strong post for the Bishop, as soon becomes evident. The imminent danger of Kt—K4 and Kt—B6 ch induces Black to create further holes in his King position.

37. P—B4
38. R—K1 Q—K2
39. Q—K2 R—K1
40. Kt—B3 K—R2
41. Q—K5

White sealed this move. It has no intrinsic value, since the Queen

cannot remain at K5; its purpose is to win time for study.

41. Q—QB2
42. Q—K2 Q—K2
43. P—R4!

The fruits of his adjournment analysis. If 43. . . . Q × BP, White plays 44. K—Kt2, after which a combination of Q—K5, R—KR1, and Kt—Kt5 ch would be overwhelming. So, instead, Black decides to offer a pawn himself.

43. Kt—B3
44. B × P Kt—K5
45. Kt—Q4!

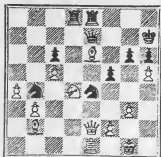
Threatening P—KR5, and it is not to be stopped, e.g.

- (i) 45. Kt—B3; 46. Kt × KBP, P × Kt; 47. B × P ch; or (ii) 45. . . . P—R4; 46. B × P, P × B; 47. Q × P ch, K—Kt1; 48. Kt × KBP, winning with ease.

45. QR—Q1

He strives to hit back, but it is too late. A fourth possibility was 45. . . . Kt × QBP, whereupon White obtains a won ending by 46. B—Kt8 ch, K × B; 47. Q × Q, R × Q; 48. R × R. Strictly speaking, this was best, though it was natural he should avoid it.

46. P—KR5!!



A most remarkable King hunt is about to commence, all the main lines of which had to be carefully calculated. And the sacrifices are heavy.

46. R x Kt
 47. P x P ch K x P
 48. B x P chl K x B
 49. Q—R5 ch
 49. B x R is not so good because
 of 49. Q—KB2!

49. K—K3

After 49. Q—Kt4; 50. Q x R
 Black is defenceless; for example,
 50. Q—Q7; 51. P—Kt4 chl,
 K x P (51. K—B5; 52. B—
 B1!); 52. R x Kt ch, R x R; 53.
 Q x R ch or 50. Kt—Q6;
 51. B x R, Kt x R; 52. Q—K5 ch,
 picking up both the Knights.

50. Q—Kt4 ch K—Q4

If 50. K—B2, then

51. B x R, K—B1; 52. R x Kt!

51. Q—B5 ch Q—K4

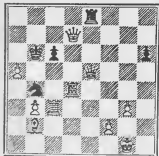
52. Q—Q7 ch K x P

53. R—B1 ch Kt—B6

Forced, since the Queen falls after
 53. K—Kt8; 54. B x R ch.

54. R x Kt ch K—Kt3

55. P—R5 chl



This crowning stroke echoes the
 initial thrust on the other side of the
 board. Petrosian visualised it and
 its consequences at the outset of the
 attack.

55. K x P

The alternative was 55.
 K—R8; 56. R x P chl, Kt x R;
 57. Q x Kt ch, K—R2 (57.
 K x P; 58. B—B3 chl); 58. B x R
 ch, Q x B; 59. Q x R, with a straight-
 forward Queen and pawn ending.

56. Q—R7 ch K—Kt4

Or 56. Kt—R8; 57. P—Kt4
 ch, K x P; 58. Q—Kt6 ch, Q—Kt4;
 59. Q x R ch, etc.

57. Q—Kt7 ch K—R4

58. R—B1!

A final *coup de repos*. In view of
 R—R1 ch, Black is obliged to start
 jettisoning.

58. R—Q8 ch

59. R x R Q x B

60. Q—R7 ch Kt—R3

If 60. K—Kt4; 61. Q—R4
 ch, K—B4, then 62. Q—R5 mates
 neatly.

61. P—Kt4 ch K x P

62. Q—Kt6 ch Resigns

There is nowhere to hide; for
 instance, 62. K—B6;
 63. Q—Q4 ch, K—Kt6; 64. R—Q8
 ch, K—R7; 65. Q—R4 ch, K—Kt8;
 66. R—Q1 ch. A wonderful
 achievement.

MATURE GRANDMASTER, 1956-1958

IT HAD BECOME fashionable to criticise Petrosian. His continual high placings earned less and less applause, and his most ardent admirers were tiring of the excess of colourless draws to his name. They wanted to know when he was going to be first in a great tournament; when he was going even to think about being first. Petrosian, who could not but feel these rebukes, had been thinking, and he had made up his mind.

As soon as the 3rd Candidates' Tournament began in Amsterdam at the end of March, 1956, it was obvious that Petrosian had changed his approach. Points were no longer his prime concern; he had come to play chess. But, alas for his good resolutions, he was playing and losing. In the first round he obtained an excellent position with the black pieces against Geller, only to collapse badly in middlegame complications. The next day far worse happened. He outplayed Bronstein so completely that the latter was reduced to shifting a Knight aimlessly backwards and forwards; on the thirty-fifth move it attacked the white Queen, and Petrosian, absorbed in his plans, did not notice it. So, a strategic masterpiece became a tragedy, and the chess world was shocked.

The third round saw Petrosian bring the mighty Smyslov to the brink of defeat and let him off, while in the fourth he failed to exploit an extra pawn against Spassky, the latest Soviet star. Four fine games and a mere point to show for them was hardly a recommendation for his new style.

In spite of this catastrophe, Petrosian persevered and at length he was repaid by wins over Pilnik (Game 23) and Filip (Game 24). Both are rich in ideas. One illustrates his profound understanding of positional warfare against the King's Indian; the second reveals him in aggressive vein as Black, breaking his opponent's resistance by a fierce thrust with the KBP.

By a stupendous effort, Petrosian closed on the leaders; and then he flagged. The strain had been too much. He relapsed into his old ways and finished with a distressing run of eight consecutive draws. Nevertheless, his final result (a share of third to seventh prizes) was not dishonourable, particularly in view of the cruel blows he had

received at the beginning of the contest. He himself may have been disappointed, but such an eminent commentator as Dr. Euwe found plenty to praise in his play. He expressed the opinion that Petrosian would be the victor at the next attempt.

Some eighteen months lay ahead before he need start a fresh ascent of the qualification ladder, and he set himself the task of fostering the bolder attitude springing up within him. In this respect his performance for the Soviet team in Belgrade in June was something of an anticlimax, for he could win only one game. But he soon made amends by becoming Champion of Moscow for the second time (after a play-off with Simagin). Game 25, from this event, contains many original touches—from the experimental opening to the drastic finish.

In Tiflis again for the Semi-final of the 24th U.S.S.R. Championship, Petrosian demonstrated his superiority by winning by a margin of two points. His technical mastery in Game 26, the ability to maintain a small advantage throughout the middlegame and convert it into a win in the ending, reminds one of Smyslov. Trailing behind in fifth place here was that promising, nineteen-year-old master from Latvia—Mikhail Tal. Who would have prophesied that he would become both Soviet and World Champion before 'iron Tigran'!

The news of Tal's triumph in the Final at Moscow in February of the following year excited argument wherever chessplayers gathered. A born tactician, he gave an exhibition of fearless attacking chess the like of which has rarely been seen, and the eight grandmasters competing were put in the shade. Petrosian himself, pursuing his course of introspection, was in uneven form throughout. This is how I assessed his showing in my book of the tournament: 'Apparently he has abandoned his old policy of safety first in favour of a more positive one. On this occasion he suffered too many defeats (four), but probably it will not be long before he will have new and greater successes.' Of his seven wins the best is Game 27, with its opening vigour and a long endgame conducted with characteristic virtuosity.

A member of the national team again in the match against Yugoslavia that summer, Petrosian acquitted himself better than in 1956. He caused a minor sensation on the first day by 'risking' 1. P—K4. There ensued the solitary example of the Ruy Lopez—a sharp and highly theoretical line, at that—in this collection.

The next game, played in Vienna in the newly-instituted European Team Championship (which was won, naturally, by the U.S.S.R.), has the more doubtful distinction of being the longest to be included. White forgot, as is so easy, that a drawn position does not necessarily draw itself; some alertness is always required.

The Semi-final of the 25th Championship at Kiev in November was to be Petrosian's last. These preliminaries were no obstacle to him

any more, as may be judged from Game 30, where he seems to out-class Khasin at every move. The Final took place in Riga, the Latvian capital, in the early weeks of 1958, and proved to be as thrilling as the previous one. A judicious blend of caution (for it was a zonal tournament) and energy, beautifully expressed in the game with Gipslis, carried Petrosian to the front, chased by Spassky and Tal. His two young rivals met in the last round, and at the adjournment Spassky looked to have a winning advantage—which meant the title would be Petrosian's. But his friends congratulated him too soon, for a sudden, dramatic reversal brought disaster to the grandmaster from Leningrad and to the Rigan the Championship for the second year running. The patient Petrosian would have to wait.

In the months that followed he continued to work hard, mainly in the field of theory. On the practical level his preparation was limited to representing Moscow in the Team Championship of the U.S.S.R. The skilful handling of colour complexes in the game against Uusi of Estonia is worth a close examination.

No Interzonal had been as keenly awaited as that scheduled for the Adriatic resort of Portoroz. The participants numbered not only such experienced campaigners as Bronstein, Petrosian, and Gligorić, but also leaders of a brilliant younger generation—Tal, Olafsson, and a gangling boy from America, Robert Fischer, already at the age of fifteen, Champion of the United States. Petrosian, now the mature grandmaster, confident in his powers and the broadening range of his technique, went into the lead almost at once and held it until the sixteenth round, when he was surprisingly beaten by the talented but unreliable Larsen. This shock had a bad effect. Petrosian retired into his shell and, drawing his remaining four games, conceded the palm to Tal. Still, he had achieved his objective in qualifying for the Candidates', and little else mattered. Game 33, where he offers his Queen for Rook and minor piece, is evidence of his enterprise in the earlier stages of the event.

Shortly afterwards, on October 1st, the 13th Olympiad opened in Munich, and Tal and Petrosian, who were being hailed by many people as the strongest players in the world, were respectively first and second reserves for the Soviet Union! One thing was certain: they were the finest exponents of lightning chess; their five-minute games in the hotel drew crowds of onlookers. When we met the U.S.S.R. in the Final Tournament I had the pleasure—if that is the right word for it—of playing Petrosian. It is a consolation to me that the game aroused the best in him, and so makes a fitting conclusion to this chapter.

23

3rd CANDIDATES' TOURNAMENT,
AMSTERDAM, 1956

Black: H. PILNIK

Queen's Pawn, King's Indian Defence

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|-----------|--------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—B4 |
| 3. P—Q5 | P—K4 |
| 4. Kt—QB3 | P—Q3 |
| 5. P—K4 | P—KKt3 |
| 6. Kt—B3 | |

In conjunction with his next two moves, this constitutes the most natural and soundest system for White—and markedly superior to that chosen by Horowitz. Nevertheless, the actual order in which the pieces are developed in the present game is not perhaps the most precise, and 6. B—K2 deserves priority on the grounds that it is more flexible.

Another promising plan, which Spassky had adopted against Pilnik the round before, is to transpose into a form of the Sämisch Variation by 6. P—B3.

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| 6. | B—Kt2 |
| 7. B—Kt5 | |

Petrosian's favourite device against the King's Indian, and with which he has scored a number of fine victories (several of them are to be found further on).

Strategically, it has two sides to it: either it will keep Black's K side under restraint by means of the pin; or it will provoke him into weakening his white squares by P—KR3 and P—KKt4 (a course which would be still less inviting, it should be noted, were the white Bishop already on K2).

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| 7. | Kt—R3 |
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Postponing the decision on the other wing, he at once commences

the familiar manoeuvre on the Q side designed to achieve P—QKt4.

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| 8. B—K2 | Kt—B2 |
| 9. Kt—Q2 | |

One might term this a 'mysterious Knight move'. At a cursory glance, there seems little future for a Knight on Q2, for it is hemmed in by its own pawns at K4 and QB4, and these are blocked. But consider again. Black's great aim is to play P—QKt4—and that will free White's QB4 square! Thus the second player is in a dilemma.

Furthermore, by withdrawing from KB3 the Knight permits the KB full scope on the diagonal Q1—KR5, which in its turn effectively rules out the possibility of P—KR3, P—KKt4, and Kt—R4. Lastly, the Knight performs a useful function in giving the KP additional protection.

Seen in this light, therefore, the text move assumes very special significance: it is not only a vital link in White's opening play, but it also provides the key to his whole middlegame strategy.

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| 9. | B—Q2 |
|------------|------|

An inaccuracy, which, strangely enough, was also to be committed by Lutikov in an almost identical position (see Game 36). 9. . . . P—QR3 or first 9. . . . O—O was the right way to continue.

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|-----------|-------|
| 10. P—QR4 | P—Kt3 |
|-----------|-------|

The alternative was 10. . . . P—QR3; 11. P—R5, after which

$P-QKt4$ is not so attractive. Yet was it any worse than what follows?

11. $Kt-Kt5!$ $B \times Kt?$

Commenting on this possibility in the game referred to above, Petrosian wrote: 'From a positional point of view, the straightforward

11. $B \times Kt$ does not sustain criticism, as after 12. $BP \times B$ White acquires the important strategic point $QB4$ for the "perpetual use" of his Knight.' Had he been asked to quote an example, he would without doubt have given this one.

11. $Kt \times Kt$ has the same defect, of course, but at least he retains his QB to cover the white squares. It was a case of the lesser evil.

12. $BP \times B$ $0-0$



The other serious consequence of 11. $B \times Kt$ is that Black has been deprived of his projected counterplay on the Q side. Now White has a clear and lasting space advantage there, waiting to be exploited.

13. $P-QKt4!$

The first step in that direction. At the moment $P \times P$ cannot be regarded as a threat, since after $QP \times P!$ (but not $KtP \times P?$, allowing White a mobile pawn majority) followed by $QKt-K1-Q3$, Black would have set up a blockade. Similarly, White does not have to concern

himself with $P \times P$, for $Q-Kt3$ leads immediately to recapture.

13. $P-KR3$

14. $B \times Kt!$

This exchange, which, superficially, might appear surprising (White is parting with his better Bishop) is essential to his plans; for if the Knight is not eliminated, it will post itself on $QB4$, whereupon White's progress would be brought to a halt.

14. $Q \times B$

15. $0-0$ $KR-Q1$

16. $Kt-B4$ $B-B1$

17. $P-Kt3!$



The game is now in its most instructive phase, with the players employing every positional subtlety at their command. Judging from White's last move, for instance, you might imagine that he had given up the idea of a breakthrough on the left and was instead turning his attention to the right flank. That would be far from the truth.

As has already been indicated, $P \times P$ is not in itself sufficient to worry the defender. But if it could be combined with $P-KB4$, then it would be a different story; for a central pawn roller cannot be ignored. That Pilnik was aware of the danger is evident from his 15. $KR-Q1$, the point of which would be suddenly revealed were White to try at once 17. $P \times P$, $QP \times P$; 18. $P-B4$ —namely,

18. P x P; 19. P—K5, Q—Kt4; 20. B—B8, Kt—K8!, and the Knight secures itself at Q5.

So White prepares P—B4, and, since he has all the time in the world, there is no reason why he should not add B—B8, B—Kt2, Q—Kt8, and even QR—Q1, before embarking on it. This is, indeed, a bleak prospect for Black.

17. P x P

Yes, the threat was stronger than the execution. Black has come to the conclusion that it would be useless to stand by while his opponent improved his position at leisure; at the same time, he dare not attempt to stop him by P—Kt4, since that would call forth a direct attack on his King (after B—Kt4, B—B5, and eventually P—B4).

All that was left was the text move, which, in opening up the QB file for White, renders the operation started by 18. P—QKt4 a complete success.

18. Q—Kt8 K—Kt2

Hoping for 19. Q x P, Kt—K8!; 20. P x Kt, P—Q4, with counterplay. Against 18. P—QR4 both 19. P x P e.p. and 19. Kt x KtP were good.

19. KR—B1 P—KR4

20. Kt—K8 Kt—K1

21. Q x P KR—B1

22. R—B6

The occupation of the outpost ensures control of the file and the domination of the entire Q side. Black's sole chance of salvation lies in getting his Knight to QB4, but this does not prove practicable.

22. Q—Q1

23. QR—QB1 Kt—B8

24. B—B1! KR—Kt1

If 24. Kt—Q2; 25. B—R8, R x R; 26. QP x R, Kt—B4, then 27. Kt—Q5, followed by advancing the QBP, costs Black the exchange; and after that it would be a simple

matter to open the QR file for the Rook.

25. B—R8 P—R8

Although the QKtP becomes fatally weak now, it is relatively better than dying of suffocation.

26. R—K1!

In order to be able to play Kt—B4.

26. P x P

27. P x P Kt—R2

28. Kt—B4 R—R7

29. B—Kt2

First 29. Q—Kt8 was more exact. However, Petrosian was getting very pressed by the clock and was mainly interested in reaching move 40; moreover, he knew that nothing short of a crass blunder could alter the result.

29. Q—B8

30. R—KB1 Kt—Kt4

31. Q—Kt8 R(Kt1)—R1

32. P—R4 Kt—R2

33. R x KtP

The end is approaching. Black will not hold the passed pawn off for long.

33. R—R8

34. R—B6 R(R1)—R7

Threatening Q x P ch, but that is easily averted.

35. Q—K8 Q—Q1

36. R x R

Here 36. P—Kt6 is simplest.

36. R x R ch

37. K—R2 Kt—B3

38. P—B8

He is taking no chances with his Queen! 38. B—R8 was more vigorous.

38. Q—Kt1

39. Q—Kt8 Kt—Q2

40. P—Kt6 Kt—B4

The Knight's arrival is some hours and nearly twenty moves

overdue. The game was adjourned here, with White sealing.

41. Q—Kt2 R—R5
42. Q—Kt5

Refusing to be tempted into 42. R × Kt, P × R; 43. Kt × P, R—Kt5!; 44. Q—R1, P—B3, when Black might well survive.

42. R—R7
43. R—B7 P—Kt4

Having no answer to Q—B6, followed by P—Kt7 or R—B8, he has a last fling on the K side. It merely gives White something extra to work on.

44. Kt—K3 P × P
45. Kt—B5 ch K—Kt1
46. P × P R—R3
47. P—Kt7!



The finish is to be enlivened by a little tactics. 47. R × Kt would obviously have failed against 47. . . . R × P.

47. R—R2
48. R—B8 Q × P
49. Q—K8 Kt—Q2
50. Kt × P Resigns

24

3rd CANDIDATES' TOURNAMENT,
AMSTERDAM, 1956

White: M. FILIP

King's Indian Attack

1. Kt—KB3 Kt—KB3
2. P—KKt3 P—Q3
3. B—Kt2 P—K4

Black's later handling of the middlegame fully lives up to this early activity.

4. P—Q3 P—KKt3
5. 0—0 B—Kt2
6. P—K4

Petrosian considered that Filip was wrong to adopt a system that he himself frequently played and in which he was therefore very much

at home. 6. P—B4, giving a well-known type of English, would have suited White better, I should have thought.

6. 0—0
7. QKt—Q2 QKt—Q2
8. P—QR4 P—QR4
9. Kt—B4 Kt—B4

Keeping the symmetry for any length of time is normally a dangerous policy for the second player; but in these quiet conditions, where

there is scarcely a hint of tactics, no harm is done.

10. B—K3

It should not be forgotten that White also has his problems in such a situation, for it is he who must take the lead and commit himself, thus giving his opponent something extra to work on. Here, for instance, he felt that he ought to develop his QB; but as yet it is not clear which is the best square for it, and so it would have been more circumspect to wait and continue manœuvring in the manner that Black does (i.e. 10. Kt—K3).

10. Kt—K3

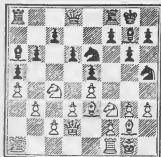
11. P—R3

Safeguarding the Bishop against Kt—Kt5. The positive way of achieving the same end was 11. Kt—Kt5, and that also had the advantage of clearing the path of the KBP.

11. P—Kt3

12. Q—Q2 B—QR8

13. P—Kt3 Kt—R4!



As a consequence of White's routine play, the initiative has gone over to Black, who is now almost ready to advance down the KB file. But Filip evidently underestimates the danger and, instead of taking direct measures to deal with it (14. Kt—Kt5!), he starts a faulty plan on the Q side.

14. P—B3 Q—K2

Not at once 14. P—KB4, on account of 15. P × P, P × P; 16. Kt—Kt5.

15. P—QKt4?

15. Kt—Kt5 was still correct! However, the Czech grandmaster believed it could be held in reserve a little longer and accordingly pushed ahead with his schemes on the other wing.

15. P—KB4!

The threat to win a piece by 16. RP × P; 17. BP × P, P—B5 is merely incidental.

16. KP × P KtP × P

17. Kt—Kt5

At last White brings out his trump, but it is too late—he loses the trick.

17. P—B5!!

Petrosian's ace. The game is jerked out of its positional channels into a combinational mêlée, the outcome of which has been most finely judged and calculated.

18. Kt × Kt Q × Kt

18. P × B would be bad because of 19. Kt × P(K6), whereupon 19. Q × Kt costs the Queen.



19. P—Kt5

With this move White succeeds in blunting the main force of the attack. At the same time, it is also

an admission of failure, for Black immediately without the slightest fear of counterplay. Plunging bravely into the complications would have obliged the aggressor to supply concrete evidence in support of his idea, as well as giving him more opportunities of slipping up.

Of the alternatives open to White, 19. B×R, R×B (not 19. . . . P×B?; 20. Q—K2!); 20. P×BP would definitely leave his King position too weak; for example, 20. . . . KP×P; 21. B×BP, R—KB1; 22. B—R2, Q—Kt3 ch; 23. B—Kt3, R—B6, etc.

19. Q—K2, on the other hand, offered reasonable practical chances. Petrosian intended to reply 19. . . . B×Kt, continuing as follows:

(i) 20. P×B, P—K5!; 21. Q×Kt, P×B, with advantage to Black;

or (ii) 20. B×R, R×B; 21. Q×Kt (21. P×B, Q—Kt3; 22. B—Q2, BP×P; 23. P—B3, P×P is hardly attractive for White), B×P; 22. KR—Q1, B—B7; 23. KR—QB1, B—Kt3; 24. Q—B3, P—K5; 25. Q×BP, P×P, when the black pawn mass should carry the day.

19. P—B6!

The last deed of a noble career.

20. P×B P×B

21. K×P P—Q4

To add to his other troubles (disappearance of his fianchettoed Bishop and poor pawn configuration), White is now driven back in the centre.

22. Kt—R3 R×P

23. Q—K2 Q—Kt3

24. K—R2

Having had the spirit knocked out of him, Filip waits passively for the end. He should have tried 24. Q—Kt4.

24. QR—B1

25. Kt—B2 QR—K1

26. QR—K1 P—B4

27. R—KKt1 Kt—B3

Recentralising the Knight and completing the preparations for . . . P—Q5. Admirable though this is, the advance of the QP would have clinched matters at once, e.g. 28. B—Q2, P—B5!

28. Q—Q2

In order to play B—Kt5; but as neither his Queen nor his Bishop are safe after that, 28. B—B1 was preferable.

28. P—Q5

29. P×P BP×P

30. B—Kt5 Kt—Q4

31. R—Kt2?

White's resistance has collapsed. 31. R—K4 would have kept the game going longer, though 31. . . . P—R3; 32. B—R4, Kt—B6; 33. R—Kt4, Q—QB3 was a miserable prospect.

31. R—B6

32. R—K4 Kt—B6

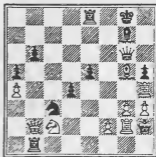
33. R—Kt4 P—R4

34. R—R4 R×QP

35. Q—B1 R—Q8

36. Q—Kt2 R—QKt8

Resigns



A picture of utter disarray. White's minor pieces cannot be protected, his Rooks are onlookers, and his Queen is lost (37. Q—R3, B—B1).

25

MOSCOW CHAMPIONSHIP,
MOSCOW, 1956

White: A. CHISTIakov

French Defence

1. P—K4 P—K3
 2. P—Q4 P—Q4
 3. Kt—QB3

The classical reply. The Tarasch Variation (3. Kt—Q2) is still looked on by many players as colourless—even unchivalrous—yet in the final analysis it may well be the strongest.

3. B—Kt5

Like Botvinnik, Petrosian prefers the Winawer, though he does not keep exclusively to it (e.g. Game 54). Over the last six or seven years it has suffered some heavy blows—its most ardent supporters cannot deny that. Nevertheless, it remains the chief battlefield of theory in the defence.

4. P—K5 P—QKt3

The hazards encountered in the main line (4. . . . P—QB4; 5. P—QR3, B×Kt ch; 6. P×B and 7. Q—Kt4!) have not only prompted a deeper investigation of the problems involved, but they have also caused the search to be widened to embrace variations hitherto considered unsatisfactory. Thus old ideas are given new life.

The text move, for instance, was played over thirty years ago by Nimzovitch—the whole system arising out of 8. . . . B—Kt5 is often named after him—and later by Alekhine, the intention being to exchange off the delinquent child of the French, the white-squared Bishop. But it was not favourably received, and rightly so, since

experience shows that such a manoeuvre is rarely a success as long as White has the initiative.

Now a different strategy has been worked out, whereby Black only fianchettoes the Bishop, aiming for a solid position on the Q side in preparation for castling there. Quite a revolutionary conception!

5. Q—Kt4 B—B1

Extraordinary at first sight, but very definitely the best. In my opinion, Q—Kt4 is a cardinal error on White's part and indicates rather a misunderstanding of what his opponent is planning. As the middlegame progresses there will be nothing for the Queen to do on the right wing; it merely becomes an object of attack. 5. B—Q2 is the most flexible continuation.

6. Kt—B3

If 6. B—Kt5, Q—Q2; 7. 0—0—0, then 7. . . . P—KR3 drives the Bishop away, setting a neat trap at the same time: 8. B—R4?, P—KKt4; 9. B—Kt3, P—KR4!, winning a piece—this actually claimed a victim in the Finals of the 15th Olympiad at Varna.

6. Q—Q2

This may also be employed on the fourth move, and then 5. Q—Kt4 can be answered by 5. . . . P—KB4 (as in Game 50).

7. B—K3 Kt—QB3

There is no place for . . . P—QB4 in Black's scheme at present.

8. P—QR3 B—Kt2

9. B—QKt5

Pinning does not seem particularly effective here, for it cannot be reinforced. 9. B—Q3 is simpler.

9. 0—0—0

10. 0—0

Castling long is the sounder way of handling the position, though White would still be at a disadvantage (cf. the game just referred to). Now he has to face a direct assault on his King.

10. KKt—K2

11. P—Kt4?



Chistiakov continues to overestimate his chances. A proper appraisal of the situation would have told him that to advance on the Q side was hopeless with so little to back it up. He should have tried to reorganise himself by 11. Kt—Q2 followed by Q—K2!

11. P—B3!

White's opportunity has gone. Unable to contemplate P×P but having to reckon all the time with the threat to his centre, he is reduced to a meaningless shifting to and fro.

12. KR—K1 Kt—B4

13. Q—R3 P—KR4

14. P—Kt3

If 14. P—Kt4, then 14. . . . RP×P!; 15. Q×R, B×P and

16. B×Kt with a comfortable win.

14. P—R3

To break the pin and so increase the pressure on the enemy QP. Delay would allow White to improve his prospects somewhat by Q—B1.

15. B—R4?

As the Bishop will be without a future if it retires to Kt3, this virtually commits White to a sacrifice of a piece. On the other hand, 15. B—Q3 was dubious because of both 15. . . . Kt×B; 16. P×Kt (16. R×Kt, P—KKt4!), P×P and at once 15. . . . P—KKt4.

Relatively best, therefore, was 15. B×Kt, Q×B; 16. B—Q2.

15. P—KKt4!

Decisive, since P—Kt5 can only be averted at ruinous expense to the King position.

16. P—Kt4 RP×P!

17. Q×R

17. Q×P, Q—R2 was scarcely to be entertained.

17. P×Kt

More convincing than 17. . . . B×P; 18. Q×P, B×Kt; 19. B×Kt, B×B; 20. Kt×P, when White can fight on.

18. Q—R5

Or 18. B×Kt, Q×B; 19. Q×P, B—K2; 20. Q—Kt6, K—Kt1!, with winning threats.

18. P—Kt4

19. Kt×KtP P×Kt

20. B×QKtP P×P

As the centre breaks up, so White's game collapses.

21. K—R1 Q—Kt2

22. B×Kt

Equally useless would be 22. Q×KtP, Kt×B; 23. Q×Q, B×Q; 24. P×Kt, P×P, etc.

22. B × B
 23. P × P B—K2
 24. P—Kt5 B—Kt2!

He keeps the Bishop on the long diagonal in readiness for the final combination.

25. Q—Kt4 R—R1
 26. Q—Kt1 P—Q5
 27. B—Q2 P—Kt5
 28. B—B4 P—Kt6
 29. B × P Kt × B ch
 Resigns

30. Q × Kt, Q × Q; 31. P × Q, P—B7 ch leads to a familiar mate.

Position after 28. B—B4 P—Kt6



26

SEMI-FINALS, 24th U.S.S.R. CHAMPIONSHIP, TIFLIS, 1956

Black: B. GURGENIDZE

Queen's Pawn, King's Indian Defence

1. P—Q4 Kt—KB3
 2. P—QB4 P—KKt3
 3. P—KKt3 B—Kt2
 4. B—Kt2 0—0
 5. Kt—QB3 P—Q3
 6. Kt—B3 Kt—B3

Developing this Knight on QB3 has become increasingly favoured in the King's Indian. Compared with QKt—Q2, it evinces a more vigorous approach to the struggle for the centre, a fact which has points both for and against. Here, 6. . . . P—B4 (the Yugoslav Variation) is perhaps the simplest way of tackling the problem.

7. 0—0

7. P—Q5, Kt—QR4; 8. 0—0, P—B4 leads to another form of the Yugoslav which is quite acceptable to the second player. In any case,

there is no reason why White should show his hand yet.

7. B—Kt5

Simagin's move, whereby Black seeks to step up the pressure on his opponent's Q4. Against routine play the Soviet master's idea works out very well—for instance, 8. P—KR3, B × Kt; 9. B × B, Kt—Q2; 10. B—Kt2 (or 10. P—K3, P—K4; 11. P—Q5, Kt—K2, followed by P—KB4), Kt × P; 11. B × P. R—Kt1, etc. (Najdorf-Geller, Candidates' Tournament, 1953). However, given a little finesse, it is a different story.

Both 7. . . . P—K4 and 7. . . . P—QR3 (the Panno System) are more soundly based in theory.

8. P—Q5

It now seems clear that this is the most logical reaction to Black's scheme. In the first place, after 8. . . . Kt—QR4 White can defend his QBP by 9. P—Kt3, since the continuation 9. . . . Kt × QP; 10. Kt × Kt, B × R; 11. B—Q2, P—QB3; 12. Kt × P ch, Q × Kt; 13. Q × B, P—Kt3; 14. B—R6 is to his advantage. Secondly—and more significantly—the Bishop's sortie to Kk5 is deprived of much of its meaning.

8. B × Kt?

Exchanging is a serious positional mistake here, as the further course of the game so aptly demonstrates. The immediate 8. . . . Kt—QR4; 9. P—Kt3, P—B4 was still the best system, although no longer as efficient as before.

9. P × B!



Of course, 9. B × B, Kt—K4 would have left Black very happy. As well as avoiding that, capturing with the pawn has its own positive virtues: (a) the important K5 square comes under White's control; (b) the K file can be occupied by his heavy pieces; and (c) the front KBP may be used as a spearhead against the enemy King position.

To say that the battle is already strategically over would be too categorical; yet it is not far from the truth. Gurgenzidze's play from here onwards is natural enough, but

before long he finds himself faced with a bad ending.

9. Kt—QR4
10. Q—K2 P—B4
11. B—Q2

A modest but good post for the Bishop. Thence it protects the Knight in readiness for P—Kt3 and also hits indirectly at QR5.

11. P—QR3
12. P—B4 R—Kt1
13. QR—Kt1

The purpose of this is to remove the possibility of Black's sacrificing a pawn for counterplay by . . . P—QKt4 and . . . Q—Kt3. When the need for such restraint has passed, the Rook will assume an active role.

13. R—K1
14. P—Kt3 P—K3

Though the exchange of KP for QP is standard procedure, in the present situation it is faulty. The net result is a backward pawn with a white piece entrenched in front of it. Black should have tried . . . P—K4, trading KP for KBP. In that way he would have kept the pawn formations balanced and made it more difficult for White to exploit the two Bishops.

15. Q—Q8 P × P?
16. Kt × P Kt—B3

The Knight's return to the central area is not sufficient compensation for the ground lost.

17. P—B5 Kt × Kt
B—Kt5 was threatened.

18. B × Kt Q—B3
19. P × P P × P
20. QR—K1

Petrosian's plan is simplicity itself. Having virtually an extra pawn (the K-side majority), he intends to support it and eventually to mobilise it. Against this there is little that Black can do, for the

reduction in material and its consequences cannot be averted in the long run.

20. K—B1

If 20. Kt—K4, White replies with 21. Q—K4 and then B—B3, after which the Knight is awkwardly pinned.

21. R—K3 Kt—Q5

22. KR—K1 P—Kt3

23. K—Kt2 Q—B4

What useful moves were there for Black? 23. Kt—B4 at once was more stubborn, though 24. R × R ch, R × R; 25. R × R ch, K × R; 26. P—KKt4 or first 26. Q—K4 ch saw White progressing steadily.

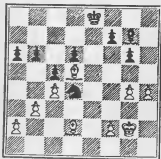
24. Q × Q Kt × Q

25. R × R ch R × R

26. R × R ch K × R

27. P—KKt4 Kt—Q5

28. P—KR4



The legacy of the opening remains to plague Black. For without his white-squared Bishop the prospect of his achieving anything on the Q wing is slim. On the other hand, it is a fairly elementary task for White to create a passed KRP.

28. K—K2

The alternative was to attempt to complicate the issue by 28. Kt—B7; 29. B—K4, Kt—Kt5; 30. P—R3, Kt—R7, etc. But at this stage Black was looking for

the quick and easy rather than dubious adventures.

29. B—Kt7 P—R4

30. B—Q5

Directly 30. B—K4 was more precise.

30. B—K4

31. B—K4 Kt—K3

32. K—B3 B—B3

The end-of-session rush has really set in and accuracy deserts both players. Instead of the text move, Black should have driven the King back again by 32. Kt—Q5 ch (if 33. K—K8, then Kt—K3) and thus caused Petrosian more thought. As it is, the right line is forced upon him.

33. P—Kt5 B—K4

34. K—Kt4 B—Q5

Or 34. Kt—Kt2; 35. P—B4, B—Q5; 36. P—B5, P × P ch; 37. B × P, Kt × B; 38. K × Kt with a comfortable win.

35. P—B4 P—B4 ch

36. P × P c.p. ch K × P

37. P—B5

Ensuring the decisive breakthrough.

37. P × P ch

38. B × P Kt—Kt2

If 38. B—K4 (i.e. nothing), then 39. P—R5.

39. B—Kt5 ch K—B2

39. K—K4 may be met by 40. B—Kt6 and 41. P—R5, etc.

40. B—Q7 Kt—K3

The Knight falls after 40. K—Kt3; 41. P—R5 ch, Kt × P; 42. B—K8 ch.

41. B × Kt ch

One of the great things about having two Bishops is the privilege of surrendering them advantageously. White wins material.

41. K × B

42. B—Q8 F—R5

43. B × P!
 Not 43. P × P? because of 43.
 P—Q4, and Black gets a passed
 pawn.

43.	P—Q4
44. P × P ch	K × P
45. K—B5	P × P
46. P × P	B—K6
47. P—R5	Resigns

The technique for queening the
 RP runs: 47. B—R3; 48. B—
 Q8, B—Kt2 (or 48. B—B1;
 49. B—Kt5, K—Q3; 50. K—B6,
 B—K2 ch; 51. K—Kt6, B—B1;
 52. K—B7!); 49. B—Kt5, K—Q3;
 50. K—Kt6, B—Q5; 51. K—B7,
 K—K4; 52. P—R6, K—B4; 53. B—
 K7, B—K6; 54. P—R7. B—Q5;
 55. B—B8 and 56. B—Kt7.

27

24th U.S.S.R. CHAMPIONSHIP,
MOSCOW, 1957

Black: L. ARONSON

Queen's Pawn, King's Indian Defence

1. Kt—KB3	Kt—KB3
2. P—B4	P—KKt3
3. Kt—B3	B—Kt2
4. P—Q4	O—O
5. P—K4	P—Q3
6. B—K2	

This simple, yet energetic, method
 of development is probably White's
 most popular choice now. He has
 taken a firm hold on the centre,
 which is a good start.

6.	P—K4
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One may also play an immediate
 QKt—Q2, since the reply
 7. P—K5 is not as fearsome as once
 was thought. The text move re-
 tains the option of bringing out the
 Knight at either Q2 or Q3.

7. P—Q5	
---------	--

A speciality of Petrosian's.
 Personally, I would hesitate to
 recommend it to the average player
 (or, indeed, master), as the onus put
 on White to follow it up correctly is
 a heavy one and calls for a deep
 understanding of closed formations

and their strategical value. 7. O—O
 is usual.

7.	Kt—K1
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Black has a variety of continua-
 tions here, ranging across the board
 from 7. Kt—R3 (Game 36) to
 7. Kt—R4. Of them all, the
 orthodox 7. QKt—Q2 seems to
 be the soundest, but a discussion of
 it is deferred until Game 39.

That selected by Aronson pre-
 pares the thematic P—KB4;
 nevertheless, its very directness is
 its drawback, in that White, not
 having committed his King to the
 K side, can react more violently
 there.

8. P—KR4!	P—KB4
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8.	P—KR4?	9. B—Kt5,
		P—KB3; 10. B—K3 would leave

Black terribly compromised.

9. B—Kt5	B—B3
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It is often a sign of a poor game
 when Black himself offers his
 fianchettoed Bishop for exchange;

even if blocked by its own pawns, it is still one of his key men. In this case he was afraid that P—R5 would otherwise prove too damaging.

10. P × P

Thus White ensures the loosening of the enemy position. Recapture with the pawn is a necessity for the second player, if he wants any hope of counterplay.

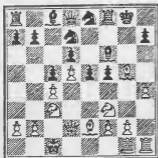
10. P × P

11. Q—Q2 Kt—Q2

Not 11. . . . P—B3; 12. 0—0—0, P × P; 13. Kt × P, when White is in full command.

12. 0—0—0 P—B4

13. QR—Kt1



The opening may now be said to be over—for White, at least. He has completed the mobilisation of his force and is ready to go ahead with the attack (the threat is 14. P—KKt4, P—B5; 15. B—Q3, with a strong grip on the white squares). Black, meanwhile, suffers from some congestion in his camp and still needs a few moves to relieve it; the one bright spot, as far as he is concerned, is his central pawn advantage.

13. P—K5

14. Kt—R2 B × B

As long as the Bishops stayed face to face there existed the danger of the KKt file being cleared; for

example, 14. . . . Kt—K4; 15. P—B4, P × P e.p. (or 15. . . . Kt—Kt3; 16. P—R5, Kt—K2; 17. P—KKt4); 16. P × P, etc. On the other hand, a hostile pawn at his KKt4 is also unwelcome to Black.

15. P × B Kt—K4

16. P—B4 P × P e.p.

After 16. . . . Kt—Kt3 Black is left far too constricted and would have no answer to a quiet build-up by Kt—B1, R—R6, QR—R1, B—R5, Kt—K3, etc.

17. Kt × P!

Automatically to undouble the pawns by 17. P × P would indicate shallow thinking, for Black could reply with 17. . . . P—B5, followed by . . . B—B4, thus freeing his game considerably. But now Aronson dare not try to release his Bishop in this way, because 18. P—KKt3 would at once bring the white Rooks into action.

17. Q—K2

Guarding against the possibility of P—Kt6 and Q—R6.

18. R—R4 R—B2

18. . . . Kt—Kt3; 19. R—R6, P—B5 is unsatisfactory in view of 20. QR—R1, R—B2; 21. B—Q3, with great pressure.

19. QR—R1 R—Kt2

By virtue of a careful defence Black has succeeded in warding off White's first efforts to break through. However, as Petrosian shows by his next move, the initiative remains in his possession.

20. B—Q3

The point is revealed if Black seeks simplification by 20. . . . Kt × Kt; 21. P × Kt, Q × P; the continuation would be 22. Q × Q, R × Q; 23. R × P, R—Kt8 ch (R—R8 ch cannot be allowed); 24. R × R ch, K × R; 25. R—Kt5!, winning a pawn (25. . . . Kt—Kt2; 26. Kt—Kt5, K—R3; 27. P—B4, Kt—R4;

28. Kt x QP, Kt x P; 29. Kt-B7 ch, K-R2; 30. B x P ch).

20. B-Q2

21. Kt-K2

Transferring the Knight to the K side and at the same time precluding the variation in the last note by the fact that Kkt1 is additionally covered.

21. P-Kt4?

Against many an opponent this thrust would have had the desired effect, but not against Petrosian and his cold-blooded technique. It would have been wiser to prepare it by 21. . . . R-Kt1 and put the obligation on White to make the running.

An idea of what might then have occurred is furnished by the following line: 22. Kt-Kt3, Kt x Kt (not 22. . . . Q-B1; 23. Kt-R5, R-B2; 24. Kt-B4!); 23. P x Kt, Q x P; 24. Q x Q, R x Q; 25. R x P, R x Kt; 26. R x B, R x P; 27. K-Q2, and although White is a pawn down (he threatens to regain it by 28. K-K2), he has all the chances, owing to his aggressively-placed pieces.

22. P x P R-Kt1

If 22. . . . P-QB5. White should refrain from 23. Kt x Kt, P x Kt; 24. B x QBP, Kt-Q3!, and instead play 23. B-B2, B x P; 24. QKt-Q4, winning the KBP.

23. Kt-B3!

It is more than likely that this obvious move was not properly considered by Aronson. Rather limply, he now goes into the above-mentioned ending—material to the bad.

23. Kt x Kt

24. P x Kt Q x P

25. Q x Q R x Q

26. R x P R-Kt8 ch

27. R x R ch K x R

28. P-R4



The winning procedure here, in common with most endings where one player has an extra pawn, may be divided into two basic parts: (a) establishing a passed pawn; and (b) exploiting the latter to enforce greater gains.

The first stage of the plan is quite easy to achieve, though it is worth observing the care with which White consolidates and improves his position before embarking on the necessary P-Kt4.

28. Kt-B3

29. K-B2 R-K1

30. K-Q2 R-QKt1

If this seems defeatist, then it must be remembered that Black's role is entirely passive. After 30. . . . R-KKt1?; 31. R x R, White would win off-hand, e.g. 31. . . . Kt x R; 32. P-R5, Kt-K2; 33. P-Kt6, P x P; 34. P-R6!, B-B1 (34. . . . Kt-B1; 35. B-Kt5!); 35. B-B4, K-Kt2; 36. Kt-R4, etc.

31. P-Kt3

31. R-Kt5 is foiled by 31. . . . K-R3; 32. P-B4, Kt-R4.

31. K-R3

32. B-B4 Kt-R2

33. P-B4

Not only to stop . . . Kt-Kt4, but also to fix Black's KBP and so restrict his Bishop.

33. Kt-B1

Or 33. . . . Kt-B8; 34. R-Kt1,

R—K1; 35. B—Q3, and White is unworried.

34. Kt—K2 Kt—Kt3
 35. R—Kt1 K—Kt2
 36. P—Kt4 P × P
 37. R × P P—R8!

A timely prevention of P—R5 and P—Kt6.

38. B—Q3 P × P
 39. P × P Kt—K2
 40. Kt—B3 Kt—B1
 41. R—R4

The game was now adjourned. White has already made substantial progress, but the decisive phase of his campaign is a long one. It is a lesson in the art of endgame play to see the patience and skill with which Petrosian gradually increases his control of the board, until Black, tied down at every point, has scarcely a reasonable move. I commend its study; it will be more useful than that of the most brilliant combination.

41. K—B3
 42. R—R1 Kt—Kt3
 43. K—K3 R—Kt2

Black is severely hampered by having to keep the white Rook at bay without opposing it directly. Once the heavy pieces disappeared, White's King could march about almost at will.

44. K—Q4 B—K1
 45. R—R1 Kt—B1

A single slip could precipitate the end; for instance, 45. . . . R—QR2?; 46. R—R8, B—Kt3 (or 46. . . . R—K2; 47. R—B8 ch, B—B2; 48. R—QKt8, Kt—Q2; 49. R—Kt7!); 47. R—QKt8, Kt—Q2; 48. R—B8, R—Kt2; 49. R—B6, K—K2; 50. Kt—R4, etc.

46. R—R8 B—Q2
 47. K—B4 Kt—K2
 48. R—R1

In order to meet Kt—Kt3 with R—KB1, after which an incursion by the white King via QR5 would be imminent.

48. Kt—B1
 48. R—B2 ch; 49. K—Kt4, R—B4 would be dealt with easily by
 50. B—B4, B—B1; 51. R—Q1, B—Kt2; 52. R—Q4, with Kt—R4 and P—Kt6 to come.

49. K—Kt4 K—Kt3
 50. R—Kt1 ch K—B3
 51. B—K2

With his King supporting the QKtP, White is able to utilise the Bishop in operations on the K side.

51. B—K1

Natural but mistaken, as it facilitates the penetration of his defences by the Rook.

51. Kt—K2 was a much better chance, since, for one thing, it concealed the tactical resource 52. B—R5?, B × P!; 53. Kt × B, Kt × P ch; 54. K—B4, Kt × P. More subtle manoeuvring would have been demanded of White to secure the final invasion—namely, 52. R—Q1, Kt—Kt3; 53. R—Q4, Kt—K2; 54. B—R5, K—Kt2; 55. B—B3, K—B3; 56. R—B4, Kt—B1; 57. R—B6!, K—K2; 58. R—R6, followed by K—R5 and P—Kt6 in due course.

52. R—Kt8 K—B2
 Not 52. R—K2 because of
 53. B—R5!

53. R—R8 B—Q2
 54. B—R5 ch K—K2

If 54. K—Kt2, then 55. R—Q8, K—B3; 56. B—K8. For the defender, exchanges are equivalent to defeat.

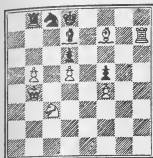
55. R—R7 ch K—Q1
 56. R—R8 ch K—K2
 57. B—Kt6! R—Kt1

There was a miserable collection of alternatives:

- (i) 57. Kt—R2; 58. R—R7 ch, K—B1 (58. K—B3; 59. B—R5!); 59. B × P!
 (ii) 57. R—Kt3; 58. R—R7 ch, K—Q1; 59. B—B7, Kt—K2 (or 59. Kt—R2; 60. B—K6!);

60. R—R8 ch, K—B2; 61. R—B8!,
R—Kt2; 62. B—K6, etc.
and (iii) 57. R—R2; 58. R—
R7 ch, K—B1 (if 58. K—Q1;
59. R—B7, Kt—K2, then 60. P—
Kt6); 59. B×P, B×B; 60. R×R,
Kt×R; 61. P—Kt6, and wins.

58. R—R7 ch K—Q1
59. B—B7



Black has been driven back into
into an ever-diminishing sector and
can no longer resist the assailants.
59. R—R1 is overcome by
60. B—K6.

59. Kt—K2

60. R—R8 ch K—B2

61. R×R K×R

62. Kt—Q1 Kt—B1

Or 62. K—B2; 63. Kt—K3,
Kt—B1; 64. B—K6. Black is
helpless.

63. B—K6 Kt—Kt3

64. Kt—K3 K—B2

65. Kt×P Kt×P ch

66. B×Kt B×Kt

67. K—R5 B—Q6

68. P—Kt6 ch Resigns

The pawn is untouchable on
QKt6, so all White has to do is
walk his King over to the other side
and pick up the Bishop for the KBP.

28

U.S.S.R. v. YUGOSLAVIA MATCH, LENINGRAD, 1957

Black: P. TRIFUNOVIĆ

Ruy Lopez

1. P—K4 P—K4

2. Kt—KB3 Kt—QB3

3. B—Kt5 P—QR3

In modern tournament practice
this is by far the most common
move here. While others may be
theoretically sound, they tend to be
more difficult to handle—and has
not Black enough to worry about!

4. B—R4 Kt—B3

5. 0—0 B—K2

The best of the best, you might
say. The Closed Defence presents,

for both sides, the acme of analytical
correctness (as far as we can tell).

6. R—K1 P—QKt4

7. B—Kt3 P—Q3

8. P—B3 0—0

9. P—KR3 Kt—QR4

10. B—B2 P—B4

11. P—Q4 Q—B2

12. QKt—Q2

Thousands upon thousands of
games have reached this standard
position, yet it remains as vital as
ever. White has attained the

classic strategic goal of the open game, i.e. the establishment of a pawn centre at K4 and Q4; that very fact guarantees him good prospects. At the same time, Black has maintained his strong-point at K4 (the basic aim of the defence) and also made a conquest of space on the Q side.

In view of the number and diversity of the systems that may occur at this juncture, it is not feasible to go into details and attempt definitive judgments. In any case, that is the field of opening books. Suffice it to remark that the line chosen by Trifunović is among the most interesting.

12. B—Kt2
 13. Kt—B1 QR—B1
 14. B—Q3 BP × P
 15. P × P

Thus we have arrived at another well-known crossroads, though the route taken was not, strictly speaking, the most precise. For on both his thirteenth and fourteenth moves White could have played P × KP, making a favourable transposition into the Rauser System (in which Black's QB is usually required to watch both Q4 and KB4); P—Q5 would also have been annoying for the Bishop.

The normal order of moves is 12. . . . BP × P; 13. P × P, B—Kt2; 14. Kt—B1, QR—B1, whereupon White may give preference to 15. R—K2 (or 15. B—Kt1).

15. P—Q4



The struggle suddenly erupts into life like a volcano. This bold advance, the culminating point of Black's plan as worked out by the Soviet master Panov, seeks to sweep the centre pawns away and so resolve the main problem at once. Black reasons that he can afford to do this because his development has been the more straightforward (n.b. the five moves taken by the 'Lopez' Bishop). All the same, the latent power of the white pieces is not to be underestimated and it is debatable whether the time is yet right for such a radical measure.

A quieter alternative is Keres' 15. . . . Kt—Q2, which he adopted against Smyslov in the 1959 Candidates' Tournament; play went on 16. Kt—K3, P × P; 17. Kt × P, B—KB3; 18 Kt(Q4)—B5, P—Kt3, and Black stood well (this is not the last word, of course).

16. QP × P

If 16. KP × P, P—K5; 17. B × KP Kt × B; 18. R × Kt, B × P; 19. R—K1, Q—Kt2, Black has more than sufficient in return for the pawn.

16. Kt × P
 17. Kt—Kt3 B—Kt5

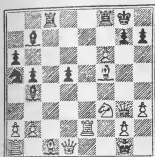
A new idea. Up to the present game attention was concentrated on 17. . . . P—B4; 18. P × P e.p., B × P; 19. B × Kt (or 19. Kt × Kt, P × Kt; 20. B × KP, KR—Q1; 21. Q—K2, R—K1; 22. Kt—Q2, Q—Q2; 23. Q—B1, Geller-Keres, 3rd Candidates' Tournament, 1956), P × B; 20. Kt × P, B × Kt; 21. R × B, Q—B7, etc. Black enjoys active counterplay as compensation for his sacrifice, but though research has extended as far as the ending in some variations, a conclusive evaluation of the chances is still wanting.

18. R—K2 P—B4
 19. P × P e.p. Kt × Kt

In the previous situation the Bishop's being *en prise* on K2 prevented this possibility.

20. P × Kt Q × P
 Black has achieved his object, bringing about complications that his opponent is unacquainted with—and without giving up any material. But Petrosian is not dismayed; he rises to the occasion and wrests the initiative from Black's hands.

21. B—B5!
 Very finely played; the important thing is not so much the threat to the Rook as the vacating of the Q3 square for the Queen. It was now Trifunović's turn to think hard.



21. P—Q5!?
 The vigour and daring displayed by the Yugoslav grandmaster in this encounter belies his reputation for lack of enterprise. Unluckily for him, it was all to no avail.

As was pointed out by Boleslavsky (following Petrosian's own comments), Black ought simply to have continued with 21. . . . R—QB2, and then it would have been by no means easy for the first player to see what to do. However, the suggestion that White's methods, from an early stage, must consequently be looked upon as doubtful was soon refuted; firstly, in a lecture by Ravinsky at the Central Chess Club of the U.S.S.R. in Moscow; and, secondly, in a game between Aronin and Stolyar in the Leningrad Semi-final of the 25th Soviet Championship, which took place shortly afterwards.

On 21. . . . R—QB2 it ran
 22. Q—Q3!, P × P; 23. B—R6, R—Q1; 24. R—K4!, Q—Q3; 25. R—Kt4 ch, K—R1; 26. B—B4, Q—Kt3 ch; 27. K—R1, B—Q3; 28. B—K3, Q—B3; 29. R—KR4, with a winning attack.

22. B—K6 ch?

Over-finessing and thereby missing the quickest road to victory. As Aronin has shown, the obvious capture of the Rook was the best; for example, 22. B × R, R × B; 23. P—B7 ch, K × P (or 23. . . . K—B1; 24. Kt—K5, R—Q1; 25. B—Q2, etc.); 24. Kt—Kt5 ch, K—Kt1; 25. Q—B1!, and if 25. . . . R—B1, then 26. R—K8!

22. K—R1

23. B × R B × Kt!

24. Q—Q3!

The key move comes to White's aid again. Now if 24. . . . R × P, then 25. B—Kt4!

24. R × B

25. Q × B Q × Q

26. P × P ch?

And here, in pursuing what he had in mind when checking on K6, White commits a real error. The KBP was a menace as long as it existed and should not have been parted with for the sake of a tempo. This is abundantly evident from such a variation: 26. P × Q, P—Q6; 27. R—K4!, P—Q7 (27. . . . Kt—B5; 28. P—Kt3!); 28. B × P, B × B; 29. R—Q1, B—R3; 30. P—B7, R—B1; 31. R—K8, P—Kt3; 32. QR—Q8, etc.

Without advancing his QP, Black could not expect to hold out indefinitely against the heavier force—even with an extra pawn.

26. K × P?

An answering mistake, as a result of which White's task becomes relatively light. After 26. . . . K—Kt1!; 27. P × Q, P—Q6 it would have been a different matter. Then 28. R—K4, in the absence of

the back-row mate, is ineffective; whilst, 28. R—Kt2 permits Black excellent drawing chances, according to Aronin: 28. Kt—B5; 29. B—Kt5, P—Q7; 30. P—Kt8 (or 30. R—K2, K × P; 31. P—Kt8, P—R8; 32. B—B4, R—B1!), R—K1!; 31. P × Kt, R—K8 ch; 32. K—R2, R × R; 33. B × P, B × B; 34. R × B, P × P, etc.

27. P × Q P—Q6
28. R—Kt2 ch K—B3
Or 28. K—B2; 29. B—Kt5,
R—B7; 30. R—Q1.

29. B—Kt5 ch K—B4
30. R—Q1 R—B7
31. P—KR4
The rest is technique, since the
QP must fall.

31. P—Q7
32. B × P R × P
33. R—Kt5 ch K—K3
34. R—K1 ch K—B3
35. B × B R × B
36. R—K4 R—Kt7
37. R—B4 ch K—K3
38. R—K4 ch K—B3
If the King goes to the Q side, the
KRP is lost within a few moves.

39. R—Kt2 R—Kt8 ch

40. K—R2 Kt—B5

41. R(Kt2)—K2

The tedium is to be relieved by a mating finish—unless Black likes to exchange Rooks or resign.

41. P—QR4

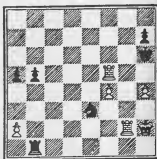
42. R—B4 ch K—Kt8

43. R—Kt2 ch K—R4

44. R—B5 ch K—R3

45. P—B4 Kt—K6

A friendly gesture by Trifunović, and one which the spectators no doubt appreciated. It is mate in three.



46. R—B6 ch K—R4

47. R—Kt5 ch K × P

48. R—R6 mate

29

FINALS, EUROPA CUP, VIENNA, 1957

White: J. ŠEPC

Sicilian Defence

1. P—K4 P—QB4

2. Kt—KB3 P—K3

An old move which has gone through a renaissance in modern times.

3. P—Q4 P × P

4. Kt × P Kt—KB3

At the present moment 4.
Kt—QB3 is very much in vogue.

5. Kt—QB3 P—Q3

The order of moves chosen by Black has great flexibility and even now he has not disclosed whether he intends the Scheveningen Variation (with ... Kt—QB3) or a Paulsen (with ... QKt—Q2). Naturally,

(... White enjoys a similar freedom; at this point, for instance, he can play for immediate aggression with 6. P—KKt4 (the Keres Attack).

6. B—K2

Good, if conservative. The latest idea is 6. B—K3 and, if possible, P—B4, Q—B3, and B—Q3, with fine prospects on the K side.

6. P—QR3

7. B—K3 P—QKt4?

The early expansion of the Q wing is a feature of contemporary handling of the Sicilian, but in the given situation it is definitely premature; it must be preceded by either ... Q—B2 or ... QKt—Q2. The same is true after 7. 0—0, as was shown by the game Smyslov-Kottnauer, Groningen, 1946—which continued 7. P—QKt4; 8. B—B3, R—R2; 9. Q—K2, R—B2; 10. R—Q1, QKt—Q2; 11. P—QR4, P×P; 12. Kt×RP, B—Kt2; 13. P—K5!, and White won quickly.

Petrosian, who was well aware of the risks involved, has explained that he was in an experimental mood and wished to get away from analysed positions.

8. B—B3 P—K4

Black is forced into a very inferior type of Najdorf Variation.

9. Kt—B5

That this should be possible is usually a proof of superiority.

9. Kt—Kt3 was excellent too.

9. P—Kt3

10. Kt—R6 B—K8

11. Kt—Kt4

White has a simple plan in mind: to eliminate as many enemy pieces as he can that control or may

control his Q5, and then take possession of the square. What are the chances of a counter being found to this? Apparently, small.

11. Kt—Kt1



A courageous decision. Petrosian is willing to make such an ugly—not to mention humiliating—retreat because he sees it as the one way of complicating the issue and fighting against his opponent's clear, strategic line. The idea is to preserve his Knights from exchange, so that they may offer an active resistance later on.

11. KKt—Q2 would not serve so well, since Q2 is needed for the other Knight.

12. Kt—Q5

Greater subtlety (equal to Black's) was required for the first player to extract the most from his gains. He ought to have preferred at once 12. B—B1!, in order to follow up with Kt—K8 and KKt—Q5, after which the QB could re-emerge unhindered.

12. Kt—Q2

13. B—B1 B×QKt

Even a good Bishop is less valuable than a Knight under these fixed conditions. Now Black strikes back and recovers some ground.

14. Q×B P—KR4

15. Kt—K3 KKt—B3

16. Q—B6?

After this Black actually comes out on top. It seems that Šefc was worried about his KP, which could be attacked by . . . Kt—B4 if the Queen retired. However, the threat was illusory, for 16. Q—Q1, Kt—B4; 17. Kt—Q5! defends the pawn indirectly. In that event White would still have stood somewhat better.

16. Q—B1!

17. Q × Qch R × Q

18. P—QR4

Striving to create a target of his own and thus obtain time to regroup.

18. P—Kt5

19. B—K2 P—R4

20. P—KB3 Kt—Kt3

21. P—QB4

By so playing to block the position and set up a defensive wall, White admits that all initiative has been lost and tacitly announces he is going for a draw. He will come out into the open if driven to it, but not otherwise.

21. B—R3

The grandmaster is not disposed to press matters too hard. He rejected the vigorous 21. . . . P × F e.p.; 22. P × P, P—Q4 on the grounds that the latent strength of the two Bishops would provide White sufficient counterplay. Instead, he accepts a closed game, knowing that the weaknesses on the black squares in his adversary's camp guarantee him a permanent, though minimal, advantage.

22. P—QKt3 KKt—Q2

23. K—B2 Kt—B4

24. R—QKt1 P—R5

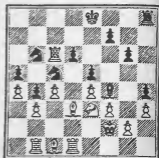
Encroachment of space. White can scarcely think of challenging this pawn by P—Kt3, as he would then have both the QKtP and the KR file to watch.

25. R—Q1 R—B3

More straightforward was 25. . . . K—Q2 and . . . K—B3, not that it affects anything.

26. B—Q8 . . . B—B5

27. P—R3



Confident that his fortress is impregnable, White allows yet another hole to appear on the dark-coloured squares. His assumption is correct that the occupation of these points will not lead to any concrete results; nevertheless, each concession does add to Black's possibilities.

A new phase now begins, in which Petrosian undertakes lengthy manoeuvres to get his pieces to the most favourable posts. That done, he can consider an assault by . . . P—B4.

27. Kt(Kt3)—Q2

28. B—B2 Kt—B1

29. B—Kt2 Kt(B1)—K3

30. Kt—Q5 B—Kt4

31. K—B1 R—KB1

32. R—K1 K—Q2

The hasty 32. . . . Kt—Q5 is safely met by 33. B × Kt, P × B; 34. K—K2.

33. QR—Q1 K—B1

34. K—B2 K—Kt2

35. Kt—K3 Kt—B5

36. Kt—Q5 Kt—R4

37. Kt—K3

There is nothing constructive he can do.

37. B—Q1
 38. Kt—Q5 Kt—K3
 39. K—Kt1 Kt(K3)—B5
 40. B—B1 Kt × Kt
 White's sole well-placed piece is accounted for.

41. R × Kt B—Kt3 ch
 42. K—R2 P—B3
 A temporary measure, preventing B—Kt5.

43. B—K3?
 This must, in principle, be incorrect, for White leaves himself with a Bishop that is totally inactive. But, despite all the defects in his position, it probably remains tenable.

43. B × B
 44. R × B R—QR1
 45. K—Kt1
 R—Kt5 ch leads nowhere.

45. Kt—B5
 46. R—Q2 Kt—K3
 Black returns to the job of deploying his men more effectively; and he carries on—in slightly lethargic fashion—for a further twenty moves, until he is satisfied everything is ready for a breakthrough attempt. In the meantime, White can only sit back and wait.

47. R(K3)—Q3 Kt—Q5
 48. K—B1
 The sacrifice on Q4 could not be finally justified.

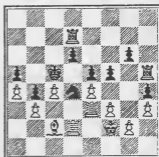
48. R—KB1
 49. K—B2 K—B2
 50. K—B1 K—Q2
 51. K—B2 K—K2
 52. K—B1 R—R3
 53. K—B2 Kt—K3
 54. R—K3 Kt—B4
 55. R—Q5 R(R3)—R1
 56. K—B1 Kt—K3
 57. R—Q2 Kt—B5
 58. R—K1 R—R2
 59. R(K1)—Q1 R—Q2
 60. R—K1

Not 60. P—B5, R(B1)—Q1, since Black would in an instant obtain the longed-for opening.

60. R—KR1
 61. R(K1)—Q1 Kt—K3
 62. R—K1 Kt—Q5
 63. R(K1)—Q1 K—Q1

He has second thoughts about the King and sends it back to guard the Q side.

64. R—K1 K—B2
 65. R(K1)—Q1 K—B3
 66. R—K1 K—B4
 67. R—K3 P—B4!
 68. K—B2 R—R4!



At last Petrosian goes into action. His intention is to threaten the KKtP by transferring his Rooks to KKt6 and KKt4 respectively and the Knight to KB5. On the face of it, this is quite useless, for the pawn has ample protection. But White is also tied to his KP, since if it is taken he has to be able to recapture with a piece (keeping the KB file shut); it stands to reason that he does not want to play P × P himself and abandon the centre.

Had the Czech master appreciated that there was more to Black's efforts than just stubbornness and that a danger really existed of his losing, he could yet, by exercising proper care, have defended himself. Foolishly, he played only with the conviction that it must be a draw.

69. K—B1 R—Kt4

70. K—B2

There was, at any rate, no room for a change of heart and a last-minute bid for release, e.g. 70. P × P, P × P; 71. P—B4?, R—Kt6!

70. R—Kt6

71. K—B1 R—KB2

Laying a superficial trap, and perhaps another, much deeper one that relies for its effect on mental processes. The text move encourages the white King to continue shuffling backwards and forwards, but does not permit it to step on to the Kt file; for example, 72. K—Kt1?, Kt × B; 73. R × Kt, P × P; 74. R × P, R(B2) × P, etc.

72. K—B2 R—B1

73. K—B1 R—KR1

74. K—B2 R—R4

75. K—B1?

This loses the game! Here 75. K—Kt1! was necessary, so as to answer . . . R(R4)—Kt4 with K—R2. White had fallen, or been induced, into the habit of mechanical thinking, and pays the penalty.

The fatal difference between having the King on KR2 and KB1 is not long in being felt.

75. R(R4)—Kt4

76. R—B2

He might have tried 76. B—Kt1 and if 76. . . . Kt—K3; 77. R(K3)—Q8, Kt—B5, then 78. R—Q5 ch!, Kt × R; 79. R × Kt ch, K—B3; 80. R—Q2! However, against that Black would first have put his King on QB2, as he does now.

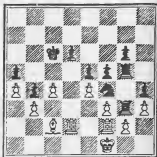
76. K—B3

77. R—Q2 K—B2

78. R—B2 Kt—K3

79. R(K3)—K2 Kt—B5

80. R—Q2 K—B3!



White is in *Zugzwang*. He cannot move his King or Rooks, nor play his Bishop to Q3 (. . . . Kt × B) or Kt1 (. . . . Kt × RP!); he is obliged, therefore, to give way positionally. Were the King on KR2, his defences would hold!

81. P × P P × P

82. B—Q1 R—Kt2

83. B—B2 R(Kt6)—Kt4

84. B—Q8 K—Q2

85. B—B2

85. P—B5, P—Q4; 86. B—Kt5 ch, K—B2 would ease Black's task.

85. K—K3

86. B—Q3 R—Kt6

87. B—B2 R—Kt1

88. B—Q3?

Petrosian knew his man and was expecting this. After 88. B—Kt1 the winning method consisted in . . . R—Q1, followed by . . . P—Q4 and a general invasion by the black army. Now it is rapidly over.

88. P—K5

89. P × P Kt × B

90. R × P Kt—B4

91. R(B5)—Q5 R × QKtP

92. R × P ch K—K2

93. R(Q6)—Q4 R—B6

94. P—K5 P—Kt6

95. R × P R—B8 ch

96. K—B2 P—Kt7

Resigns

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SEMI-FINALS, 25th U.S.S.R. CHAMPIONSHIP,
KIEV, 1957

Black: A. KHASIN

Catalan System

1. Kt—KB3 Kt—KB3

2. P—B4 P—K3

3. P—KKt3

The fianchetto makes a good alternative to the slow forms of the Queen's Gambit which Petrosian usually favours (e.g. 3. Kt—B3, P—Q4; 4. P—Q4).

3. P—Q4

Countering with 3. . . . P—QKt3; 4. B—Kt2, B—Kt2 is not, perhaps, fully satisfactory here because K5, the key square for Black in the Queen's Indian proper, can still be controlled by P—Q3.

4. B—Kt2

One can also support the QBP by P—Kt3, which would define the opening as a Réti.

4. B—K2

Khasin chooses the most solid defensive system. In my opinion, the capture of the 'gambit' pawn has more to be said for it, since although Black must be prepared to face a sharp and immediate clash (5. Q—R4 ch, etc.), there is the prospect of a clear equality at the end. These things are a question of taste, naturally.

5. 0—0 0—0

6. P—Q4

At last White decides which course to take, i.e. occupation of the centre rather than its observation by P—Kt3 and B—Kt2.

6. P—B3

6. P—B4, while being quite playable, is not really in accord with Black's plan, which is, first and foremost, to hold Q4 as firm as possible.

However, the text move is not as precise as 6. QKt—Q2, for White would then have to give serious thought to the threat of . . . P×P if he wished to go on with Kt—B3.

7. Kt—B3

7. . . . P×P is now answered by 8. Kt—K5, regaining the pawn with advantage.

7. P—QKt3?

Black is plainly unaware of the dangers in the position; otherwise he would have played 7. . . . QKt—Q2. Its second omission allows White to obtain a lasting initiative.

8. Kt—K5!

The strength of this lies not so much in the Knight's advance to an aggressive post—though that is something—as in the unleashing of the KB, the pride of the Catalan. Its telling effect is felt from KKt2 to QR8.

8. B—Kt2

The hostile Knight could not be challenged by 8. . . . KKt—Q2 on account of 9. P×P, BP×P; 10. Kt×QP!, P×Kt; 11. B×P, winning material—a warning to beware for Black.

9. P—K4



A critical moment. White's pressure against the QP has suddenly become intensified, with the result that it is difficult to find a reasonable continuation for the second player. If, for instance, 9. QKt—Q2, he loses a pawn by 10. Kt × QBP!, B × Kt; 11. KP × P, P × P; 12. P × P, B—Kt2; 13. P—Q6, B × B; 14. P × B, Q × P; 15. K × B.

Add to this the fear that an already uncomfortable situation could only get worse (in as much as White would have no trouble mobilising the rest of his men), then Khasin's decision to give up his strong-point in a bid for counterplay is readily understandable.

9. P × BP

Taking the KP was objectively preferable, for a central pawn ought to be the more valuable in the long run.

10. Kt × P(B5) B—R3

10. P—B4 did not work in view of 11. P—Q5, threatening P—Q6.

11. P—Kt3 P—QKt4

He must go on, regardless of the consequences. The encounter between Petrosian and Teschner from the West Germany v. U.S.S.R. Match, Hamburg, 1960, showed that it is too late for Black to change his mind. After 11. QKt—Q2; 12. R—K1, R—B1; 13. B—B4, Kt—K1; 14. B—R3,

B—Kt5; 15. R—QB1, White's superiority was indisputable, and it was all over by the twenty-ninth move.

12. Kt—K5 P—Kt5

At least he wins a pawn this way.

13. Kt—K2 B × Kt

14. Q × B Q × P

15. B—Kt2 Q—Kt3

16. QR—B1

It is obvious that the effort has been costly for Black. In order to gain a useless pawn, he has surrendered the centre, given up a much-needed Bishop, and spent several tempi which he could ill afford. In addition, White's pieces are so beautifully placed now that, for him, the middlegame virtually plays itself.

16. R—Q1

Keeping the Rook at KB1 to guard the King would have been wiser. As 16. KKt—Q2 also had its faults (17. R × P!, Kt × R; 18. Kt × KKt, etc.), the best chance of putting up an active resistance was by advancing the QRP. In neglecting to do so, Khasin condemns his QR to life imprisonment.

17. Q—B3! Q—R3

Commencing a manoeuvre the main purpose of which is to avert Kt × KBP. For instance, now it would be met by 18. K × Kt; 19. P—K5, Q—Q6 (19. R—Q6; 20. Q—B4, P—Kt4 is too risky); 20. Q × Q (or 20. Q—B4, Q—Q7!); R × Q; 21. P × Kt, B × P.

18. KR—K1!

Petrosian calmly improves his position. If 18. Q × P; there follows 19. R—B2, Q—R3; 20. B—KB1, Q—Kt2; 21. Kt × KBP, K × Kt; 22. P—K5, Kt—Q2; 23. B—B4, and Black is overwhelmed.

18. R—Q7

19. Kt—B4 R—Q1

After 19. R × B; 20. Kt × R,

Q × P; 21. Kt—B4 the backward QRP and QBP could not have compensated for the exchange.

20. B—B1 Q—B1?

By placing the Queen in line with the enemy Rook, this courts disaster. 20. . . . Q—Kt2 was better, though even then there could be faint hope of survival against White's imminent offensive on the K side (made up of P—KKt4, R—K3, P—Kt5, Q—R5, etc.).

21. Kt—K5 P—B4?

The final error, arising directly out of the previous one. 21. . . . R—B1 was essential, whether or not White could reply 22. Kt × QBP, Kt × Kt; 23. B—Kt5. That is nothing compared with what now happens.

22. Kt × P!

No longer a surprise, but well judged, nevertheless.

22. K × Kt

23. P—K5 Q—B3

If 23. . . . Kt—Q2; 24. P × Kt, B × P; 25. B—B4, Black's defences soon collapse.

24. Q—B4 P—Kt4

Thanks to this extreme measure Black is able to save his Queen and Rook (from B—Kt2)—only to present his opponent with a greater prize.

25. Q × KKtP R—Kt1

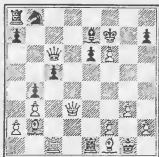
26. Q—B4 R—Kt5

27. Q—K3 R—K5

Or 27. . . . Kt—Q4; 28. Q—B3 ch, Kt—B3; 29. B—Kt2!

28. Q—Q3 R × R

29. P × Kt!



The black King is defenceless; for example, 29. . . . Q—K5; 30. R × R Q × Q; 31. B × Q, B × P; 32. B × B, K × B; 33. B—K4!

29. R × B ch

30. R × R B—B1

31. R—Q1!

Preventing . . . Kt—Q2!

31. P—K4

32. Q × P ch K × P

33. P—B4 Resigns

If 33. . . . Q—K1; 34. B × P ch, K—K3, then 35. P—B5 ch!

31

25th U.S.S.R. CHAMPIONSHIP,
RIGA, 1958

Black: A. GIPSLIS

Queen's Gambit Declined, Tarrasch Defence

1. P—QB4 Kt—KB3
2. Kt—KB3 P—K3
3. Kt—B3 P—B4
4. P—K3

With an immediate P—Q4, the game could (by 4. . . . P×P; 5. Kt×P, B—Kt5) keep on English lines. The conservative text move is characteristic of Petrosian, as we well know by now.

4. P—Q4
5. P—Q4 B—K2

Simpler is 5. . . . Kt—B3, which brings us to Game 40. Black here seems quite willing to lose time with the Bishop.

6. BP×P

Directly to the point was 6. QP×P, to be followed by P—QR3 and P—QKt4. Now 6. . . . Kt×P leads into the Semi-Tarrasch, which has a fair enough reputation.

6. KP×P
7. P×P B×P

Thus Black has obtained free play for his pieces, but can it really compensate for the isolated pawn? White's formation, even if slightly defensive and unambitious (i.e. compared with the Rubinstein Variation, where the KB is fianchettoed), contains no such faults.

8. B—K2 0—0
9. 0—0 Kt—B3
10. P—QKt3 B—K3

He cannot rid himself of the QP by 10. . . . P—Q5, on account of 11. Kt—QR4.

11. B—Kt2 Q—K2

If 11. . . . P—QR3, preventing the coming thematic Knight manoeuvre, then 12. Kt—QR4 plus R—B1 and Kt—Q4 affords White good prospects.

12. Kt—QKt5 P—QR3
13. QKt—Q4 Kt×Kt
14. Kt×Kt B—QR6?

An extraordinarily feeble idea for a master of Gipslis' calibre. Black's chances—for what they are worth—lie in a lively middlegame struggle and certainly not in simplification. Moreover, the absence of the black-squared Bishop can only accentuate his weaknesses. 14. . . . QR—Q1 or 14. . . . Kt—K5 would have been natural.

15. Q—B1

This is psychology at work, for White banks on his opponent's reluctance to take back his last move—as he should. Objectively correct was 15. B×B, Q×B; 16. Q—B1.

15. B×B
16. Q×B QR—B1
17. QR—B1 P—R3
18. B—Q3 Q—Q3
19. P—KR3

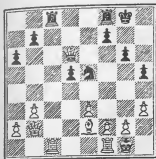
Petrosian has his small but undisputed advantage and is content to let events take their course. There is to be no over-pressing for a win.

19. Kt—Q2

Allowing White to make a little

progress.^a Waiting tactics were
what was called for—that is,
19. KR—Q1.

- | | |
|-----------|--------|
| 20. Kt—B5 | B × Kt |
| 21. B × B | P—KKt3 |
| 22. B—Kt4 | P—KR4 |
| 23. B—B3 | Kt—K4 |
| 24. B—K2 | |



A remarkable series of moves has just been completed. White's Bishop has let itself be pushed around until it is practically back where it started. Yet has not this very fact underlined the first player's superiority? For if he has done nothing, Black has done less than nothing!

The Latvian Champion may not have regretted parting with his own somewhat lame Bishop, but as the board clears he finds that of the minor pieces he has the worse.

- | | |
|-----------|-------|
| 24. | R × R |
| 25. R × R | R—Q1 |
| 26. R—Q1 | |

Control of Q4 and the watch on the QP remain the key to White's strategy.

- | | |
|----------------------|-------|
| 26. | Q—KB3 |
| 27. Q—Q4 | |
| Counter threat—P—B4. | |

- | | |
|----------|------|
| 27. | Q—K2 |
|----------|------|

If 27. Q—K3, then 28. Q—B5. The vulnerability of the

black squares cannot be entirely covered up.

- | | |
|------------|------|
| 28. Q—Kt6 | R—Q2 |
| 29. P—QKt4 | |

The plan now is to loosen the position on the Q side for the benefit of the Bishop. Though, theoretically, Black ought not to have too much trouble holding his own, he faces certain nagging difficulties; for that reason he would have been best advised to seek the comparative safety of an ending, albeit inferior, without delay—29. Q—Q3.

- | | |
|------------------|----------------------|
| 29. | Kt—B3 |
| 30. B × QRP | Kt × P |
| 30. Q × KtP | was also sufficient. |

- | | |
|-----------|--------|
| 31. B—Kt5 | R—B2 |
| 32. P—R3 | Kt—B7? |

Eager to trade his QP for the QRP, Gipslis commits a grave error. He should have played 32. Q—B4!, when no specific gains can be seen for White. Apparently, that an isolated QP is generally associated with aggression has impaired its owner's judgment. Earlier in the game was the time to avoid exchanges.

- | | |
|-----------|---------|
| 33. R × P | Kt × RP |
| 34. Q—Q4! | |

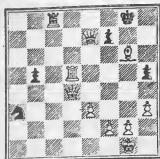
A shock for Black. The threat of R—Q8 ch is terrible.

- | | |
|-------------------------------|--------------------------------------|
| 34. | R—B1 |
| 34. Kt × B; 35. R—Q8 ch, | Q × R scarcely merits consideration, |
| 37. Q—Q5 | the black pieces would be helpless. |

- | | |
|----------|--------|
| 35. B—Q3 | P—QKt4 |
|----------|--------|

To save the QKtP and extricate the Knight.

- | | |
|---------------|--|
| 36. B × KKtP! | |
|---------------|--|



This beautiful stroke shatters Black's defences and his illusions, if any remained.

36. P × B
 37. R—Q7 Q—B1
 38. Q—Q5 ch K—R1
 39. Q—K5 ch K—Kt1
 40. Q—K6 ch K—R1

Having reached the time control, Black resigned. He is soon mated after 41. Q × P.

32

TEAM CHAMPIONSHIP OF THE U.S.S.R., VILLNUS, 1958

Black: G. UUSI

Queen's Gambit Declined, Ragozin System

1. Kt—KB3 P—Q4

The only instance in this book of this direct answer to White's non-committal start. But it makes no difference; for although there is an invitation to a Réti on the next move, it quickly becomes just another means of transposition.

2. P—B4 P—K3
 3. P—Q4 Kt—KB3
 4. Kt—B3 B—Kt5

Here, however, the game definitely swings away from hackneyed lines. The text move introduces one of the least popular and least understood of the defences to the Queen's Gambit. One does not need to look far for the reason: it is that by 5. Q—R4 ch White can force his opponent to play 5. . . . Kt—B3 and block his own QBP; and that, according to classical theories, is to be avoided at all costs.

With the evolution of broader and less dogmatic views on the struggle for the centre—and Russian and Soviet masters have taken a big part in this movement—the importance of the role of the pieces became increasingly appreciated. Thus, in this case, if the Knight inhibits the action of the QBP by standing in front of it, at the same time it itself gains in mobility and is able vigorously to support the counter-thrust, . . . P—K4.

This system, which was first elaborated and practised by Ragozin in the thirties, can be seen as a refinement of the Tchigorin Defence (1. P—Q4, P—Q4; 2. P—QB4, Kt—QB3); but beyond that it also has close affinities with the Nimzovitch, a fact which perhaps adds to its respectability.

5. P—QR5

Petrosian avoids the critical Queen check and chooses a continuation which is considered rather harmless. 5. P×P and 5. P—K3 are good, sound alternatives.

5. B×Kt ch
6. P×B P×P

6. . . . P—B4 gives a form of the Sämisch Variation (Nimzovitch Defence), which is perfectly satisfactory for the second player.

In taking the pawn, Black declares his intention to pursue one of the basic themes of the defence, i.e. the white-square strategy—of which more below.

7. Q—R4 ch B—Q2
8. Q×BP B—B3

Not 8. . . . 0—0, as after 9. B—Kt5 the pin on the Knight would be very unpleasant. Now it can be answered by 9. . . . Q—Q4!

The position reached marks the starting-point of the strategic battle that will determine victory, either in the middlegame or, should it be protracted, in the endgame.



White's pawns on the Q side and in the centre have become stationed on black squares, with the result that the light-coloured ones (particularly QR4, QKt3, and QB4) have been weakened. It is Black's aim, therefore, to exploit this vulnerability in his opponent's camp by controlling the said points with his pieces. Conversely, the first player must seek to break their hold and

obtain free play for his Bishop pair.

According to the late Soviet master, Lippnitsky, who wrote a most detailed treatise on the Ragozin System, Black has good prospects. Nevertheless, the present game seems to indicate that White is not easily contained and in practice his plan, being destructive rather than constructive, is less onerous to carry out.

9. P—K3 QKt—Q2

More accurate was 9. . . . 0—0, as is apparent after White's annoying reply.

10. Q—Kt4! P—QR4

While solving the problem of castling, this deprives his Q-side formation of most of its flexibility (in that the QKtP is in danger of being left backward). Sounder would have been 10. . . . Kt—K5 followed by . . . Kt—Q3, for Q3 is anyway an ideal post for a Knight to observe the white squares from.

11. Q—Kt1 Kt—K5
12. P—B4 0—0
13. B—Kt2 P—B4

Since Uusi as good as admits the failure of his opening tactics on the next move, he might have spared himself the added complication of a weak KP.

14. B—K2 Kt—Kt4
15. Q—Q1 Kt×Kt ch
16. B×Kt B×B
17. Q×B P—B3
18. 0—0



The situation has altered considerably. By delaying castling Petrosian was able to get ahead with more important manoeuvres, and now he stands well. His Bishop is the stronger of the minor pieces and it is Black who has to worry about holes in his pawn structure. The Estonian master must have wished he had not touched his QRP and KBP.

18. Q—Kt3

Pinning his hopes on the chance of counterplay. The drawback of a quieter continuation, such as 18. . . . Kt—B3 and . . . Q—Q2, is that it is entirely passive.

19. QR—Kt1 Q—R3
20. KR—B1 Kt—Kt3
21. Q—K2 QR—B1
22. R—B2 P—B4
23. QR—QB1 R—KB2
24. P—K4!

An excellently-timed thrust. The break-up of the position in the centre must be of advantage to the better co-ordinated force.

24. P × KP

Also possible was 24. . . . P × QP; 25. B × P (if 25. P × P, then 25. . . . P—K4; 26. Q × P, P—Q6!), P—B5, trying to prevent the opening of too many lines. But the Bishop would be much superior to the Knight even then.

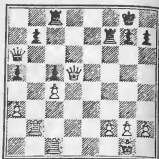
25. Q × P Kt—R5

Either to eliminate the Bishop or secure QB4 for the Knight. After 25. . . . P × P; 26. B × P White would exert pressure in all directions; for example, 26. . . . R × QBP; 27. Q × KP! or 26. . . . Kt × P; 27. B × P!, R × B; 28. R × Kt, etc.

26. P—Q5! P × P
27. Q × P Kt × B
28. R × Kt

The exchanges have finally exposed Black's weaknesses—on the white squares now. With his Q4 and QKt4 in enemy hands, he can neither mobilise nor adequately protect his Q-side majority.

Position after 28. R × Kt



28: Q—QB3

Retaining the Queens was equally bad; for instance, 28. . . . Q—KB3; 29. R—Q2, K—R1; 30. R—K1, and White dominates the board.

29. R—Q1 Q × Q
30. R × Q R—B5

Otherwise R—QKt5 wins a pawn for nothing.

31. R × KtP R × QBP
32. P—Kt3

The ending is easily won for White because his Rooks combine in attacks on the seventh and eighth ranks.

32. K—R1

If 32. . . . R—KKt5, then 33. R—QKt5, P—B5; 34. R(Q5)—QB5, R—Q1; 35. R × RP, followed by R—R7 and R(R7)—QB7.

33. R—QB7! R—R1
34. R—Kt5 P—Kt3

Or 34. . . . R—KKt1; 35. R(B7) × BP, R × R (35. . . . R—QR5; 36. R × RP, R—R1; 37. R × R ch, R × R; 38. R—Q5 and 39. R—Q8); 36. R × R, R—R1; 37. P—KR4, K—Kt1; 38. R—B7, and wins.

35. R—K5! R—B6
36. R(K5)—K7 R × P
37. R × P ch K—Kt1
38. R(B7)—Kt7 ch K—B1
39. R × P R—K1
40. R—QB6 K—Kt1
41. R(R7)—QB7 Resigns

33

INTERZONAL TOURNAMENT,
PORTOROZ, 1958

White: L. PACHMAN

Queen's Pawn, Old Indian Defence

1. P—QB4 Kt—KB3
 2. Kt—KB3 P—Q3
 3. P—Q4 B—Kt5

The reasons for Petrosian's adoption of this rarely-met move were probably subjective. Pachman is one of the world's leading authorities on the openings, and so Soviet grandmasters often choose unorthodox lines to get him on to less familiar ground.

Strategically, Black's aim is to bring pressure to bear on his opponent's Q4 (cf. Game 26); however, the drawbacks associated with such an early development of the QB tend to carry more weight.

4. Kt—B3 P—KKt3

Also possible is 4. QKt—Q2 followed by P—K4 and B—K2, for which see Game 43.

5. P—K4

5. P—K3 is good, though not so ambitious.

5. B × Kt

Black must not venture on 3. B—Kt5 unless he is prepared to make this exchange. It represents a certain concession (the two Bishops) on his part.

6. Q × B

In the 14th Olympiad at Leipzig two years later, Kluger played 6. P × B against Petrosian, obtaining quite a formidable position after 6. P—B3; 7. B—K3, P—K3; 8. P—B4, QKt—Q2; 9. B—Kt2, Q—B2; 10. 0—0.

6. KKt—Q2

7. P—K5?

Black's scheme reaps its reward. Too confident in his superiority, the Czech grandmaster over-reaches himself. He should have retained his options by either 7. B—K3 or 7. Q—Q1.

7. Kt—QB3

8. P × P Kt × P

9. Q—K4 P—K4

Leading to unnecessary complications. The natural 9. B—Kt2 guarantees an excellent game, e.g. 10. P × KP (or 10. P × BP, Q × P; 11. Kt—Q5, Q—K4!), Q × P; 11. B—Q3, Q × Q ch; 12. B × Q, 0—0—0, etc.

10. P × P Q × P

11. Kt—Q5 Q—Q3

12. B—B4

Petrosian overlooked this when he advanced his KP. Now the threat of Q × Kt is annoying enough to cause a temporary withdrawal.

12. Kt—K3

13. B—K3 B—Kt2

14. 0—0—0

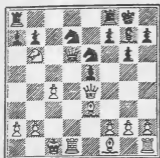
The situation is becoming sharper with every move. White would have had to reckon with an onrush of enemy pawns (.... P—B4—B5, etc.), if he had castled on the K side; as played, he hopes that the confrontation of Rook and Queen on the open file will ensure that the initiative remains in his hands.

14. 0—0!

Black, in his turn, does not shrink

from drastic measures. The needs of his Queen must wait.

15. Kt—Kt6?



Here is a case where one can truly say that discretion would have been the better part of valour. White forces his adversary to go in for a sacrifice which is bound to offer good prospects over the board and which, moreover, he had shown himself ready for by his last move. Instead he should have tried 15. Q—R4 and if 15. . . . Kt—Q5, then 16. Q—K7.

15. Q × R ch
16. K × Q P × Kt

There are two important considerations in Black's favour: firstly, all his pieces are in active play; and, secondly, the white King is caught in the centre, where it makes an easy target for attack.

17. P—QR3

It is not likely that 17. Q × QKtP would help to solve White's problems. The following line, suggested by Gligorić, indicates the course the game might take in that event: 17. . . . KR—Q1; 18. K—B1, Kt(Q2)—B4; 19. Q × P, Kt—R5; 20. Q—B6, P—K5; 21. P—QKt3, Kt—B6; 22. P—QR4, R—Q8 ch; 23. K—B2, QR—Q1, with a winning position.

17. Kt(Q2)—B4
18. Q—B2 P—K5
19. P—B3

Trying to challenge Black's hold on the central squares—in particular the advanced post at Q6. The passive alternative, 19. B—K2, would have been strongly answered by 19. . . . KR—Q1 ch and 20. . . . Kt—Q5.

19. QR—Q1 ch
20. K—K1

He is also in trouble after 20. K—B1, Kt—Q5; for instance, 21. B × Kt, R × B; 22. P—QKt4, Kt—Q6 ch; 23. K—Kt1, KR—Q1, etc.

20. Kt—Q5
21. B × Kt B × B
22. P × P

No better is 22. P—B4, KR—K1, threatening 23. . . . Kt—Q6 ch.

22. Kt × P?

One would have expected Petrosian to give automatic preference to 22. . . . KR—K1! After the text move, White could have procured fair chances of a draw in the ending by means of the resolute 23. Q × Kt, KR—K1; 24. Q × R ch.

23. B—K2 KR—K1
24. R—B1 R—K2
25. R—B3 QR—K1
26. R—Q3 B—Kt8
27. P—R3



27. B—R7?

In spite of the obvious nature of the preceding series of moves, Black was beginning to get very short of

time, and this explains his failure to find the decisive manoeuvre 27. . . . B—B7 ch; 28. K—Q1 (28. K—B1, Kt—Kt6 ch!), B—R5! An analysis by Geller puts forward three variations as proof:

(i) 29. B—B3, Kt—B7 ch; 30. K—Q2, B—Kt4 ch; 31. K—B3, Kt × R; 32. K × Kt, R—K6 ch; 33. K—Q4, B—B3 ch; 34. K—Q5, R—Q1 mate;

(ii) 29. K—B1, Kt—B7; 30. B—Q1, Kt × R ch; 31. Q × Kt, R—K8; 32. Q—Q4, B—Kt4 ch; 33. K—B2, R—Q1; 34. Q—Kt4, R—Q7 ch; 35. K—Kt3, B—B3!

and (iii) 29. R—B3, R—Q2 ch; 30. B—Q3, R(K1)—Q1; 31. K—K2, Kt—B4!

28. B—B3!

The discovered check is not as lethal as the pin.

28. B—Kt6 ch

29. K—Q1

Not 29. K—B1?, Kt—B4!

29. Kt—B7 ch
30. K—Q2 B—B5 ch
31. K—P3 Kt × R
32. K × Kt R—K6 ch
33. K—Q4 B—R3

With the Bishop on KB5 instead of KR5, there was no mate in two; the lost tempo makes a vital difference.

34. P—B5!

Clearing the QB4 square for the King.

34. P—QKt4

35. B × P?

The final mistake. 35. P—B6! was correct, though after 35. . . . P × P Black would still have had the better chances, owing to the perilous spot the white King is in.

35. B—Kt2 ch

36. K—Q5 R(K1)—K3!

Defenceless against 37. . . . R(K6)—K4 ch, White lost on time.

34

13th OLYMPIAD, MUNICH, 1958

White: P. H. CLARKE

French Defence

1. P—K4 P—K3

2. P—Q4 P—Q4

3. P—K5

I adopted this because I had had a number of successes with it in the past, and wanted a line I felt myself to have some command of. Nevertheless, the Advance Variation is essentially the wrong tactics against such a master of positional play as Petrosian. Other things being

equal, it tends to overtax White's capabilities by obliging him to attack on the K wing from the very beginning.

8. P—QB4

4. P—QB3 Q—Kt3

Thus Black commences the traditional offensive against the enemy pawn base. In recent times it has been queried whether developing

the Queen at QKt3 is in fact the best method of treating this position; Botvinnik, for instance, played 4. . . . Kt—K2 in his game with Barden at Hastings, 1961-2.

5. Kt—B3 Kt—QB3

The alternative is Wade's manoeuvre 5. . . . B—Q2; 6. B—Q3, B—Kt4, exchanging off the white-squared Bishop, but losing time in the process. No final judgment has been reached on its correctness.

6. P—QR3

An old move, which enjoyed quite a spirited revival in this country in the late forties and early fifties. The intention is to gain space on the Q side and eliminate Black's counterplay by means of P—QKt4.

6. P—B5!

This has gradually come to be considered the best answer. It exposes the defect in White's scheme by fixing the weakness at his QKt3 and thereby rendering abortive any attempt at aggression on that part of the board. Black can safely castle long.

7. P—KKt3

Cortlever preferred 7. B—K2 against me in the Anglo-Dutch Match at Flushing about a week later (I had learnt my lesson from the present game and had gone over to the black pieces); the fianchetto holds out better long-term prospects.

7. B—Q2

8. B—Kt2 0—0—0

9. 0—0 Kt—R4

10. QKt—Q2 P—KR3!

Up to here we had followed Alexander-O'Kelly, Hastings, 1953-4. The text move, an improvement on 10. . . . K—Kt1, at once prevents White from starting active operations by Kt—Kt5 and P—B4.

11. R—K1 Kt—K2

12. Kt—B1 Kt—B4

The threat of Kt—Kt6 is stronger than its execution.

13. Kt—K3

Rather tame, I must admit. 13. P—KKt4, Kt—K2; 14. R—Kt1, relieving the Bishop of the task of guarding the QKtP, would have kept more life in White's game.

13. Kt × Kt

14. R × Kt

If 14. P × Kt, then 14. . . . B—B3, and it is too risky for White, restricted as he is, to try to break open the centre; for example:

(i) 15. P—K4, Kt—Kt6; 16. R—Kt1, P × P; 17. Kt—Q2, Kt × P!; 18. P × Kt, Q × P ch; 19. K—R1, P—K6!

or (ii) 15. Kt—Q2, P—B4; 16. P × P c.p., P × P; 17. P—K4, P—K4!

14. B—K2

15. R—K1 Q—Kt6!

Petrosian begins to put on the pressure. The exchange of Queens would be favourable for him, because he could immediately launch his QRP and QKtP against the white pawn chain.

16. Q—K2 B—QR5

Further tightening his grip and preparing to effect a penetration on the white squares.

17. B—K3 K—Kt1

17. . . . Q—B7! was more consistent. Although the King move creates a new possibility (. . . . R—QB1—B3—Kt3), it also allows White a respite. Making use of this, I was able to find a plan that seemed to meet all Black's threats.

18. QR—Q1! Q—B7

19. R—Q2 Q—B4

20. R—KB1

Black's progress had been halted (if 20. . . . Kt—Kt6, then 21. R(Q2)—Q1! and he gets nowhere). I could breathe more easily and at last give some thought to my own thematic advance on the right flank. Another dark cloud, however, was looming up—time-trouble. I had only thirty minutes left on my clock, and this was to take its toll in the forthcoming clash.

Position after 20. R—KB1



20. P—KKt4
 21. P—R3 P—R4
 22. Kt—R2 QR—Kt1
 23. P—KKt4 Q—Kt3
 24. B—B3?

The forerunner of a collapse. I knew that I ought to play 24. P—B4, but lacked the resolution. Though it would certainly have been dangerous to permit the KKt file to be cleared of pawns (24. . . . KtP × P; 25. B × BP, P × P; 26. Kt × P), the entire white force would then have been working in unison.

24. P × P
 25. KB × KtP Kt—B3

The Knight has done its job at QR4 and heads for the opposite wing, where it has new holes to conquer.

26. P—B3?

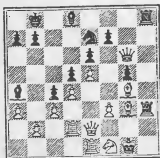
26. P—B4 would simply have lost a pawn now. But by 26. K—R1 and then P—B4 I could still have made a fight of it.

26. B—Q1
 27. B—B2 Kt—K2
 28. R—K1 R—R3
 29. Kt—B1?

Growing increasingly short of time, I miss my last chance of real resistance: 29. B—Kt3, QR—R1; 30. Q—Kt2! The difference soon reveals itself.

29. QR—R1

30. B—Kt3 R × P!



I remember that this came as a terrible shock to me. The sacrifice exploits brilliantly the rigidity of White's set-up and its purely defensive character.

31. B × R R × B
 32. Q—Kt2 Q—R2
 33. Kt—K3 Kt—Kt3!
 34. Kt—Kt4

Otherwise 34. . . . P—Kt5 followed by B—KKt4 would be intolerable.

34. Kt—B5
 35. B × Kt P × B
 36. K—B1 R—Kt6
 37. Q—B2?

Losing the Queen. 37. Q—R2 was better, though the assault by the black pieces would quickly have proved decisive after 37. . . . R × P ch, e.g.

(i) 38. R—KB2, R—R6; 39. Q × P R—R8 ch and mate next move;

(ii) 38. K—Kt1, R—R6; 39. Q × P, R—R8 ch; 40. K—Kt2, Q—R6 ch, etc.

and (iii) 38. K—Kt2, R—Kt6 ch; 39. K—B1, R—R6; 40. Q × P, Q—R5!; 41. R—KB2, B—KKt4; 42. Q × P, R—R8 ch, and wins.

37. Q—R6 ch
 38. K—K2 R—Kt7
 39. R—KKt1 R × Q ch
 40. Kt × R Q—R2
 41. R—KR1 Q—Kt3
 Resigns

SOVIET CHAMPION, 1959-60

WHILE PETROSIAN'S finest games were beginning to reach and be appreciated by a growing circle of players, at the purely sporting level it continued to be a case of fulfilment tempered by disappointment. He started 1959 on a note of high confidence. At last, at his eighth appearance in the Final, he won the U.S.S.R. Championship.

There could not have been a more fitting setting for his success than Tiflis, his old home town. Spurred on by memories of his boyhood, some of them bitter, he produced chess of a depth that was quite unmatched by any of the other competitors. The win against Averbakh is a model of contemporary handling of the Sicilian, while in Game 36 White's strategic conceptions are on a scale that has to be seen to be believed. As in the year before, Tal and Spassky proved to be his chief rivals, but this time even their capacity for cutting down the opposition was not enough. Petrosian was a full point ahead at the end and—yes—unbeaten again.

This triumph was the vindication that both he and his supporters needed of his patient progress in the past. It made a great impression on experts throughout the world, and the odds against his winning the Candidates' Tournament shortened considerably.

Petrosian also seemed content with his form, for in the following six months he confined himself to two relatively unimportant team events. Game 37, played at Board 2 for the Soviet Union (below Smyslov), illustrates how effective a slight deviation from the main opening lines can sometimes be. Black soon took the wrong path and was never allowed to recover.

The seven-week event to find Botvinnik's challenger began at Bled, the Yugoslav mountain lake, in early September. One can imagine with what hopes Petrosian settled down to play, and in the first few rounds he more than lived up to them. Game 38, a long struggle with Fischer with an amusing finish, helped him towards a score of $4\frac{1}{2}$ out of 6 and the sole lead. Then, however, he slumped, losing in consecutive rounds to Gligorić and Olafsson. Tal and Keres swept to the front at once, and thereafter nobody doubted that one of them would be first.

In the third and fourth quarters, held at Zagreb and Belgrade

respectively, a weary Petrosian could only average 50 per cent. Moreover, it would have been worse had he not pulled himself together at the very end and defeated Gligorić (Game 39). The principal point of interest here is in the opening, a Petrosian System against the King's Indian. Since this had already brought Smyslov, Tal, and Olafsson good wins, Petrosian must have thought it was time he, as its originator, employed it. The result was a further refining of its theory.

Petrosian's performance was seen as a severe blow to his expectations of gaining the world title, for he had failed completely to stand the furious pace set by Tal and Keres, both of whom won more than twice as many games as he. The one consolation was that he had taken third prize alone, above an ex-World Champion. This did represent an improvement, be it ever so small, on his effort three years earlier.

1960 was to be the year of 'the match of the century', as the Botvinnik-Tal clash was extravagantly proclaimed. It was Tal's year; he dominated it. Inevitably therefore, Petrosian occupied a seat in the background. But he played some fine chess, and this did not go unnoticed by discerning critics.

After tying with Larsen at Beverwijk (having exacted a revenge for that Interzonal defeat in their individual game), Petrosian went on to Leningrad for the 27th Championship. The national title-holder rarely survives two years in the U.S.S.R., and so it was certainly no disgrace for him to share second place with Geller behind Korchnoi. Evidence of his vigorous play was the fact that the number of wins to his credit reached the unprecedented total of ten. Game 40 is a demonstration of how Black should be punished for taking a premature initiative; in Game 41, also from this tournament, we see a fierce, fluctuating contest, in which the white-square theme just gets the better of Spassky's attacking chances on the K side.

Petrosian made light work of the other events which he competed in during this period, as a glance at his record will confirm. He conceded a few draws here and there, but losses were banished altogether.

The match tournament with the West Germans was a mere exercise for the Soviet team. The outcome was a spate of instructive games, and prominent among these was Game 42. Even Petrosian has not often had as much time and space on his hands as here. The beautiful combination which concludes the next game, from Copenhagen, provides a striking contrast, as well as a reminder that Petrosian is, when he likes, a tactician of the front rank.

This section ends, as did the last, at the Olympiad in the autumn, and again it is our match with the U.S.S.R., made memorable by Penrose's defeat of World Champion Tal, that supplies the victim.

Although Wade defended sensibly and committed a minimum of errors, Petrosian yet found a way to overcome his resistance. It was a remarkable exhibition of a great master's ability to extract something seemingly from nothing.

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35

26th U.S.S.R. CHAMPIONSHIP,
TIFLIS, 1959

White: Y. AVERBAKH

Sicilian Defence

- | | |
|-----------|--------|
| 1. P—K4 | P—QB4 |
| 2. Kt—KB3 | P—Q8 |
| 3. P—Q4 | P × P |
| 4. Kt × P | Kt—KB8 |
| 5. Kt—QB8 | P—QR8 |
| 6. B—K2 | P—K4 |
| 7. Kt—Kt3 | B—K2 |
| 8. 0—0 | 0—0 |
| 9. B—KKt5 | |

Varying from 9. B—K8, which he had played against Petrosian in the last round of the previous U.S.S.R. Championship (the result was a draw).

The text move, first brought into prominence by Larsen's fine victory over Gligorić at the Moscow Olympiad, is aggressive in the strategical sense, in that it aims at control of Q5, the square Black weakened of his own volition, by the most direct means available. Tactically, its justification lies in 9. . . . Kt × P; 10. B × B, Kt × Kt; 11. B × Q, Kt × Q; 12. B—K7!, R—K1; 13. KR × Kt, R × B; 14. R × P, when the ending is much in White's favour.

9. B—K8

9. QKt—Q2 is usual, in order to be able to recapture on KB3 with the Knight (after B × Kt). But as

the further course of the present game shows, the importance of this has been exaggerated.

10. B × Kt

The one great disadvantage of this system is that the dark-coloured squares are deprived of their natural defender, and you have only to consider what happened to Milner-Barry (in Game 17) to appreciate the possible danger therein. Even if the first player is able to build up on the Q file—which he does here to a certain extent—Black seems to find good play for his pieces in return.

Thus it is unlikely that 9. B—KKt5 will ever supplant 9. B—K8 as the soundest choice.

10. B × B

11. Kt—Q5

Obvious, but not the most exact. At once 11. Q—Q3 would have made it difficult for Black to develop his Knight on Q2, where it turns out to be excellently placed.

11. Kt—Q2

12. Q—Q8 R—B1

13. P—QB3

Whenever this becomes a necessity in the Sicilian, I begin to suspect something; it is the earliest symptom of passivity creeping on. On the other hand, 13. Kt × B ch, Kt × Kt; 14. KR—Q1, Q—B2 and 15. KR—Q1 does not attract White.

13. B—Kt4!

For general comment I can best refer you to my note to Black's 19th move in the game already mentioned above.

14. QR—Q1

Petrosian thought 14. KR—Q1 better, and he is proved right. But presumably White was still hoping to advance along the KB file.

14. K—R1

Waiting for White to reveal his hand; such tactics invariably work well in practice, yet (or is it because?) few have any mastery of them.

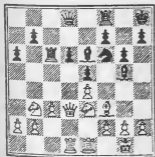
15. B—B3

It is clear that he is, in fact, already on the defensive. At KB3 the Bishop discourages Black's P—B4, but apart from that has little prospect of positive action.

15. P—KKt3

16. Kt—K3 R—B3

17. KR—K1 Kt—B3!



Black has handled the opening cleverly and is now in possession of

the initiative. In the first place, the weakness of the backward pawn is insignificant, thanks to the Rook on QB3; and, secondly, he has a clear-cut plan for the middlegame, consisting in advancing on the Q side (a typical minority attack).

Opposed to this, White has a hard task finding anything other than negative measures to undertake. It is a case of marking time while Black slowly strengthens his position.

18. Q—K2 P—Kt4

19. R—R1

A self-disciplined decision, without which the Knight on QKt3 cannot be recentralised. If, instead, 19. Kt—Q5, Black has a plus on both wings after 19. B × Kt; 20. P × B, R—B5.

19. Q—Kt3

20. Kt—Q2 P—QR4

21. Kt(Q2)—B1 KR—QB1

22. P—QR3

Also plausible was 22. KR—B1, so as to answer 22. P—Kt5 with 23. P—B4; admittedly, that left a nasty hole at Q4.

22. P—Kt5

23. BP × P P × P

24. P—QR4

The same reaction to the breakthrough as Troianescu's in Game 13. Although the QRP is doomed to fall, in this instance White can retaliate against the QP and QKtP.

24. Q—R2

25. KR—Q1 R—R3

26. R—Q3 P—Kt6

26. B—Q2 would have set a small trap: 27. P—QKt3?, B—Kt4! However, both 27. Q—Q1, B × P; 28. P—QKt3 and 27. Q—Q2, P—Q4; 23. Q × P were satisfactory in reply. Now the QRP is finally cut off from its companion.

27. P—R5 R(B1)—B3

Again R × P is threatened.

At this stage Averbakh was already short of time, and having to cope with his opponent's subtle manoeuvring was therefore getting tougher with every move. One concealed hazard, for example, was 28. QR—Q1, Q—B2; 29. Q—Q2?, R—B7!

28. Q—Q1 Q—B2

29. Kt—Q5

If 29. Kt—Q2, Black obtains very good winning chances by 29. . . . B × Kt; 30. R × B, R × P; 31. R × R, Q × R; 32. Kt × P, B × Kt; 33. R × B (33. Q × B, R—B8 ch; 34. B—Q1, Q—Q7!), Q—B2!

29. B × Kt

30. P × B R—B4

31. R × P R(R3) × P

Simplest. 31. . . . P—K5 gives unclear complications, e.g. 32. B—K2, R(R3) × P (or 32. . . . R × QP; 33. Q × R, Kt × Q; 34. B × R, etc.); 33. R × R, R × R; 34. R—Kt5.

32. R × R R × R



The tension has gone, only to be replaced by something worse (from Averbakh's point of view)—that is, an advantage for Black that can be expressed in concrete terms. There are no vulnerable spots in his camp, for even the QP has been covered up; whilst White has two

isolated pawns that demand protection. And if you count the pawn islands again, it is 3—1 on Petrosian.

33. R—B3 Q—Kt8

34. R—Kt3 Q—R2

35. R—Kt4 K—Kt2

The cat lies in wait, ready to pounce on the slightest mistake.

36. P—R4 B—R3

37. P—QKt3?

It was not long in coming. White wanted to be able to meet Q—B4 with R—QB4, but he has fatally exposed his second rank. By 37. P—KKt3 he could have offered a more stubborn, though certainly unavailing, resistance.

37. R—R7

38. Q—K1

Or 38. B—K2, Q—B4, and the QP is lost.

38. Q—R4!

The finishing stroke. White is faced with 39. . . . B—Q7!

39. Q—Kt1 R—R8

40. R—Kt5

If 40. R—R4, then 40. . . . Q × R!

40. Q—B6!



Since his Queen has no move, White resigned.

36

26th U.S.S.R. CHAMPIONSHIP,
TIFLIS, 1959

Black: A. LUTIKOV

Queen's Pawn, King's Indian Defence

- | | |
|-----------|--------|
| 1. Kt—KB3 | Kt—KB3 |
| 2. P—B4 | P—KKt3 |
| 3. Kt—B3 | B—Kt2 |
| 4. P—K4 | 0—0 |
| 5. P—Q4 | |

5. P—K5, Kt—K1 would embarrass White rather than Black, for the advanced pawn would provoke counterplay.

- | | |
|---------|-------|
| 5. | P—Q3 |
| 6. B—K2 | P—K4 |
| 7. P—Q5 | Kt—R3 |

The newest idea; it controls QB4, as does 7. QKt—Q2, but without impeding the QB.

- | |
|----------|
| 8. B—Kt5 |
|----------|

Quieter is 8. 0—0, Kt—B4; 9. Q—B2, P—QR4, transposing into a position that has long been considered equal.

- | | |
|---------|------|
| 8. | P—R3 |
|---------|------|

This is much better than allowing the Bishop to remain on KKt5 unchallenged.

- | | |
|---------|------|
| 9. B—R4 | P—B4 |
|---------|------|

Game 23 has already shown us that the formation hereby adopted by Lutikov has definite disadvantages. Black should play 9. P—KKt4!; 10. B—Kt3, Kt—R4— and for further details of this see Game 39.

- | | |
|---------------|--------------|
| 10. Kt—Q2! | B—Q2 |
| More accurate | was 10. |
| Kt—B2. | |

- | | |
|-------------|------|
| 11. Kt—Kt5! | B—K1 |
|-------------|------|

He wisely refrains from the anti-positional 11. B×Kt. The text move (which Pilnik, not having castled, did not have at his disposal) at least does no permanent damage.

After 11. Q—K2, it would be difficult to escape from the pin without weakening his defences by P—KKt4.

- | | |
|-----------|------|
| 12. P—QR3 | Q—Q2 |
|-----------|------|

There were surely less awkward ways of unpinning. 12. Kt—B2 was a natural preliminary, and against that Petrosian had intended 13. Kt—QB3 (exchanging Knights would help Black) followed, if possible, by P—QKt4.

- | |
|-------------|
| 13. P—KKt4! |
|-------------|



In turning his attention again to the K side, Petrosian shows the breadth of his vision. For the moment he has made as much progress as he can on the left wing, and so he takes the opportunity to gain space and restrain his opponent on the other. This all-embracing strategy

is developed in the subsequent play until it becomes the dominating theme.

13. Kt—B2

14. Kt—QB3 P—R3

15. P—R4 Q—B1

He could have shut down the Q side by himself playing 15. P—QR4. However, in that event White's 13th move would appreciate in value, for it would enable him to start an attack against the black King.

It should be noted that to attempt a complete block by 15. P—KKt4; 16. B—Kt3, P—QR4 would be very misguided; after 17. Kt—B1, White could quickly occupy the hole at KB5 and then strike at the enemy pawn wall by P—R4.

16. P—R3!

Another modest yet deeply-conceived move. He wishes to transfer his QKt to K3, but to do so he must vacate Q1, which in turn requires the KKtP to be additionally protected.

The alternative was 16. P—Kt5, aiming for a direct assault.

16. R—Kt1

17. Q—B2 B—Q2

18. P—Kt3

White calmly strengthens his lines. With castling in either direction but a tempo away, he has no fears for his King.

18. P—Kt3

19. Kt—Q1 P—QKt4

At last, after all his earlier troubles, Lutikov feels able to make this thrust. Superficially, it might seem that Black now has an active game; but in reality his pieces are tightly hemmed in by the barrier of white pawns that extends across the board.

20. P—R5!

Pointedly emphasising the comment above. The field of action of

the enemy Knight on QB2 is reduced almost to nil.

20. K—R1

If 20. P × P; 21. P × P, R—Kt5, White switches plans by 22. Kt—Kt2 and 23. Kt—Q8, whereupon he could conduct an offensive either along the QKt file or in the centre by preparing P—B4. This is an excellent illustration of Petrosian's flexibility.

21. B—Kt3 Kt—Kt1

22. Kt—K3 Kt—K2

Here 22. P × P; 23. P × P, R—Kt5 can be met by 24. Q—B8 and then Kt—B2, driving the Rook off again.

23. B—R4

Black's patient reorganising had as one of its objects the threat of P—B4, and that cannot be ignored by the first player.

23. Q—K1?

Up to this point, the Novosibirsk master had defended well. But in guarding the Knight instead of returning it to Kt1 (waiting tactics) he overlooks a subtle breakthrough combination.

24. P—Kt4!



The main variation runs: 24. BP × P; 25. P—B5, R—B1 (or 25. P × P; 26. Q × P!); 26. P—B6, Kt × BP; 27. P × Kt, B × BP,

when the three pawns Black has picked up are not worth the piece.

And since to counter-attack by 24. . . . P—B4 is now out of the question (25. KKtP × P, KKtP × P; 26. KtP × P, etc.), the only course is to try to cover the weak spot at Q3 immediately.

24. Kt—B1
25. KtP × P QP × P
26. P × P Kt × KtP
Or 26. . . . B × QKtP; 27. Q × P!

27. B × Kt
The Knight could not be allowed to plant itself on Q5.

27. R × B
As his pawn structure has already been ruined, he might have preferred 27. . . . B × B, sacrificing the QBP.

28. 0—0 P—B4
29. P—B3 R—B2
Too slow; the sole chance of shaking White's grip lay in 29. . . . P—R4.

30. Kt(Q2)—B4 R—Kt5
With increasing time-trouble, Lutikov's play is becoming dis-

jointed. At Kt5 the Rook merely provides a target for the white Bishop, thus speeding its redeployment.

31. B—K1 R—Kt2
32. B—B3 P—R4
33. KtP × BP P × P
34. P × P P—K5

Black makes a final effort to complicate the issue.

35. K—R2
35. P × P, B × B; 36. Q × B ch, R—Kt2 ch; 37. K—R2, Q × P; 38. P—B6 also wins—but why bother!

85. P × P
36. R × P B—Q5
37. Q—Q3 B—KB3
38. R—KKt1 K—R2
39. B × B R × B
40. Q—B3 Q—B1
41. R—Kt6 R—KB2
42. R—Kt5

Petrosian sealed this and the game was adjourned. Black resigned without resuming, having convinced himself the situation was hopeless. After 42. . . . Q—R3; 43. R—Kt6, Q—B1; 44. Kt—K5 it is finished.

37

U.S.S.R. v. YUGOSLAVIA MATCH,
KIEV, 1959

Black: A. MATANOVIC

Queen's Pawn, Nimzovitch Defence

1. P—Q4 Kt—KB3
2. P—QB4 P—K5
3. Kt—QB3 B—Kt5
4. P—K3 P—B4

There is little to choose between

this and 4. . . . 0—0; neither commits Black to a set structure.

5. Kt—B3 0—0
6. B—K2

In ninety-nine cases out of a hundred 6. B—Q3 is encountered here. Developing the Bishop on K2 is considered unnecessarily passive for the first player. It is not to be despised, nevertheless.

6. P—QKt3

The fianchetto is a logical way to increase control of the key K5 square. Alternatively, one may tackle the central problem directly with 6. . . . P—Q4.

7. 0—0 B—Kt2

By interpolating 7. . . . B × Kt Black can bring about a type of Samisch Variation (normally 4. P—QR3, B × Kt ch) that offers good prospects. The text move keeps the situation fluid.

8. Kt—QR4



Black's KB does occasionally become a liability in this defence. Not much allowance is made for its retreat, and here we see an outright attempt to profit from the fact. In previous games where this idea has been tried the white Bishop has invariably been on Q3; if anything, it seems stronger with it on K2.

8. Q—Kt3 is a variant of the same theme. Geller-Petrosian, 2nd Candidates' Tournament, Zürich, 1953, then continued 8. . . . P × P; 9. Q × B, Kt—B3; 10. Q—R3, P × Kt; 11. Q × BP, Kt—K5; 12. Q—B2, P—B4 with approximately equal chances.

8. P × P

9. P × P

The fifth game of the World Championship Match between Botvinnik and Bronstein in 1951 went on (White's Bishop was on Q3) 9. P—QR3, B—K2; 10. P × P, Q—B2; 11. P—QKt4, Kt—Kt5; 12. P—Kt3, P—B4 with a tense fight ahead. On the whole, there is no reason why White should waste a tempo driving the Bishop to a more comfortable spot.

9. Q—B2?

Matanović goes for a counter-attack along the lines given above and in so doing overestimates his resources. His first concern should have been for the safety of his exposed Bishop. After 9. . . . B—K2! followed by . . . P—Q4 Black has a sound position.

10. P—B5!

White's plan comes to its full fruition.

10. P × P

First 10. . . . Kt—Kt5 was also possible.

11. P—QR3 B—R4

12. P × P Kt—Kt5

13. P—R3

Had his Bishop been on Q3, this reply would not have been playable. However, that does not mean that it is better than 13. P—KKt3. Indeed, Petrosian has since expressed the opinion that the latter was correct, e.g. 13. . . . Q—B3; 14. P—Kt4, Kt—K4; 15. K—Kt2!, when Black's threats are easily repulsed.

It is interesting to note that he would certainly have chosen P—KKt3 two moves earlier (i.e. in answer to 10. . . . Kt—Kt5). for at that stage P—KR3 would have been less effective—11. . . . B × Kt; 12. P × Kt, B × B; 13. Q × B, Q—B3!; 14. P—QKt3, P—QKt4!, etc.

13. B × Kt

14. P x Kt B x B
 15. Q x B Q-B3
 16. P-QKt3
 16. Q-B2 would invite P-
 Q3. Now that is met by 17. P x P,
 Q x P; 18. R-Q1, and White's hold
 over the open files and the centre of
 the board gives him a powerful
 initiative.

16. B-B2
 17. R-Q1 Kt-R3
 Again 17. P-Q3 incurs too
 many risks. After 18. P x P, B x P;
 19. B-Kt2, Black would be unable
 to make up the leeway in develop-
 ment—19. B-K2 (not 19.
 R-Q1?; 20. Q-K5!); 20. QR-B1,
 Q-Kt2; 21. Kt-B5, B x Kt; 22. Q
 -K5, B x P ch; 23. K x B, P-B3;
 24. Q x P ch, K-R1; 25. Q-Q5!,
 Q x Q; 26. R x Q, etc.

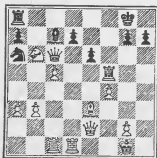
18. B-K3 P-B4
 19. P x P R x P
 Black would saddle himself with
 added weaknesses if he recaptured
 with the pawn; for example, 20. Q-
 B4 ch, K-R1; 21. R-Q5, P-B5;
 22. B-Q4, threatening both R-Q1
 and R-Kt5.

20. QR-B1 B-K4?
 For the second time the Yugo-
 slav grandmaster undertakes more
 than his position merits. Natural
 and best was 20. QR-KB1,
 and though White maintains his
 superiority in that event by 21. Kt
 -B3, B-B5 (not 21. Kt x P?
 22. P-QKt4, Kt-Kt6; 23. R-
 B2!, trapping the Knight); 22. P-
 QKt4 (if 22. B x B, R x B; 23. R-
 Q6, then 23. Q x P! turns the
 tables), B x B; 23. P x B, he would
 still have considerable resistance to
 overcome.

21. P-B4!
 Neatly wrecking Black's plans.

21. B x P; 22. B x B, R x B;
 23. R-Q6 would cost a piece.

21. B-B2
 22. Kt-Kt6!



And this crushing blow must have
 made Matanović wish he had sur-
 rendered the exchange by 21.
 R x P, hopeless as it was.

22. P x Kt
 Or 22. B x Kt; 23. P x B,
 Q-Kt2; 24. P x P, when Black
 could resign.

23. P x P Q-Kt2
 24. R x P!

Petrosian hammers home his ad-
 vantage. 24. Q-B1 does not
 save the Bishop; while if 24.
 R-Q4, then 25. R(Q7) x B!, Kt x R;
 26. R x Kt, Q-R3; 27. Q-Kt4
 leads to a mating attack.

24. R-B2
 25. R x R K x R
 26. P x B R-QB1

After 26. Kt x P; 27. Q-R5
 ch, K-Kt1; 28. Q-K5!, the KP
 falls—or worse (28. R-QB1;
 29. B-Q4!).

27. Q-R5 ch K-B1
 28. R-Q1 Q x BP
 29. Q x P Q-B6
 30. B-Q4 Resigns

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4th CANDIDATES' TOURNAMENT,
BLAD, 1959

White: R. J. FISCHER

Caro-Kann Defence

1. P—K4 P—QB3

In preparing for the tournament, the Soviet contingent had obviously decided that the Caro-Kann brought the worst out in Fischer. The results upheld this opinion, for in five encounters with Smyslov, Keres (noted adherents to open games), and Petrosian he scored only one point. Tal, as contemptuous of the defence as the American, declined to touch it—but his lesson was still to come!

2. Kt—QB3

Recently, owing to dissatisfaction with other methods, there has been a revival of the Panov-Botvinnik Attack (2. P—Q4, P—Q4; 3. P × P, P × P; 4. P—QB4).

2. P—Q4

3. Kt—B3

3. P—Q4 leads to the main lines. The system introduced by the text move has a poorer reputation than is technically justified.

3. B—Kt5

Black takes the first opportunity to fulfil a primary object, i.e. the development of his QB.

4. P—KR3 B × Kt

Smyslov played 4. . . . B—R4 in the seventh round and obtained a reasonable game. It is generally considered inferior to the exchange of pieces.

5. Q × B

In the 1961 World Championship Match Tal had the cheek to try

5. P × B!? against Botvinnik. He did not repeat it.

5. Kt—B3

More precise than 5. . . . P—K3, since now the sacrificial 6. P—Q4, P × P; 7. Kt × P, Q × P is not so attractive for White; nor is 6. P—K5 very promising—6. . . . KKt—Q2; 7. P—Q4, P—K3, followed by P—QB4.

6. P—Q3 P—K3

7. P—KKt3

In view of Black's rock-like central pawn structure, fianchettoing seems rather pointless. The Bishop has a better future on K2, though in the first game of the return match between Smyslov and Botvinnik in 1958 (the source of the Caro-Kann's renaissance) it was inactive there too; the continuation was 7. B—K2, QKt—Q2; 8. Q—Kt3, P—KKt3; 9. 0—0, B—Kt2; 10. B—B4, Q—Kt3, with good prospects for Black.

However, that does not exhaust White's possibilities. Smyslov came back with a different plan in the nineteenth game and soon got the upperhand: 7. P—R3, B—K2; 8. P—KKt4!, KKt—Q2; 9. P—Q4, Kt—B1; 10. B—K3, Kt—Kt3; 11. Q—Kt3, B—R5; 12. Q—R2, Kt—Q2; 13. 0—0—0, Q—Kt1; 14. P—B4, etc. While it is clear that the second player need not behave so passively, at the same time 7. P—R3, in preventing the pin B—Kt5, does limit his scope for counterplay. I find it extraordinary that Fischer did not give it a

trial, if not here, at least in one of the later games.

7. B—Kt5

8. B—Q2

After 8. P—R3, B × Kt ch; 9. P × B, P × P; 10. P × P, QKt—Q2 the two Bishops do not compensate for the broken pawns.

8. P—Q5

9. Kt—Kt1 B × B ch

Petrosian has chosen the most direct course. In the eighth and twenty-second rounds Keres preferred 9. . . . Q—Kt3 and won convincingly on both occasions.

10. Kt × B P—K4

11. B—Kt2 P—B4

Black's strategy, underlined by his last two moves, is to leave his opponent with a bad Bishop, boxed in by pawns on white squares. It has involved a gain in space on the one hand, while on the other a certain loss of time; these factors, taken together, lend the coming middlegame a sharper character than might appear to the casual eye.

12. 0—0 Kt—B3

13. Q—K2

Clearing the way for the advance of the KBP. The situation suggests a King's Indian Defence with colours reversed.

13. P—KKt4!



This is a classic illustration of restraint. P—KB4 cannot now be

carried through without the KKt file being opened and without Black retaining control of his K4, the vital blockading square; for example, 14. P—KB4, KtP × P; 15. P × P, Q—K2; 16. Kt—B4, Kt—Q2; 17. Q—Kt4, 0—0—0; 18. P × P, K—Kt1!

Petrosian adopted the quieter 13. . . . Q—K2 in the sixteenth round, but after 14. P—KB4, 0—0—0; 15. P—R3, Kt—K1; 16. P—QKt4! the young American worked up a dangerous attack (a draw resulted in the end) and thus indirectly confirmed Black's tactics here.

14. Kt—B3

Whatever the final outcome, P—KB4 was still the most thematic and, as such, deserved preference. The Knight move does not have the same urgency.

14. P—KR3

15. P—KR4

Since this line of assault fails to worry Black unduly, it would have been better to start operations on the Q side immediately by 15. P—QR3 or 15. P—B3.

15. R—KKt1!

But not 15. . . . P—Kt5 because of 16. Kt—R2, P—KR4; 17. P—KB3, opening the KB file advantageously.

16. P—R3 Q—K2

17. P × P

He should, I believe, have postponed this for as long as he could, for the KR file can only be of use to Black.

17. P × P

18. Q—Q2 Kt—Q2

19. P—B3

An attempt to enliven the Bishop by 19. Kt—R2 (threatening B—R3) is most simply met by 19. . . . Q—K3; 20. Q—K2, P—Kt5; White would then imperil his King if he played P—KB3.

19. 0—0—0

20. P × P KP × P!

The prosaic 20. . . . BP × P was soundest and sufficient to maintain the bind on the centre, but Petrosian wants more; he wants K4 as a focal point for his pieces, and in going for it he almost oversteps the mark.

21. P—QKt4! K—Kt1

22. KR—B1 Kt(B3)—K4

Naturally, Black would have been foolish to let himself be tempted by the QKtP; for instance, 22. . . . P × P; 23. P × P, Q × P; 24. Q—R2!, etc.

23. Kt × Kt Q × Kt

24. R—B4

24. P—B4 was feasible but bad, as after 24. . . . KtP × P; 25. KKtP × P, Q—R4! the white monarch is left fatally exposed.

24. R—QB1

25. QR—QB1

Perhaps even more exact was 25. R—Kt1!, when Black must tread very carefully. Best seems to be 25. . . . P—Kt5 (finally eliminating P—B4); 26. P × P, Kt × P; 27. Q—Kt4, P—Kt3; 28. R × P, QR—Q1, and he regains the pawn; the emptying of the board would free White's game completely.

25. P—Kt5

26. Q—Kt2?

Too slow; correct again was 26. P × P, Kt × P (not 26. . . . R × P?; 27. Q—B4!); 27. Q—Kt4, since this time 27. . . . Kt × QP could be answered by 28. R × R ch, R × R; 29. R × R ch, K × R; 30. Q—B8 ch with excellent play.

26. KR—Q1!

27. P—QR4?

Apparently, Fischer overestimated his chances at this stage—there is no other explanation for his last two moves. 27. P × P was still the right idea, though after 27. . . . R × P! Black stands well.

27. Q—K2!

Petrosian has put the extra tempi to good effect, first consolidating his position and now resuming the initiative (by virtue of the impending Kt—K4).

28. R—Kt1

Rather than be reduced to total passivity via 28. R—Q1, Kt—K4; 29. R × BP, R × R; 30. P × R, Q × P, he decides to give up a pawn. There were two further plausible replies, but they are found to be worse, e.g.:

(i) 28. P × P, Kt—K4; 29. R × P, Kt × P, winning the exchange;

and (ii) 28. B—B1, Kt—K4; 29. R × BP, R × R; 30. R × R, Kt—B6 ch; 31. K—Kt2, R—R1—the white King is suddenly in a mating net!

28. Kt—K4

29. R × BP R × R

30. P × R Kt × P

31. Q—Q2 Kt × QBP

32. Q—B4 ch Q—B2

33. Q × KtP

If 33. P—K5, P—Q6; 34. Q × KtP, Q × P; 35. Q—B3, R—Q2, Black's preponderance in the centre is overwhelming.

33. Kt × RP

34. P—K5 Kt—B4

35. Q—B3 P—Q6



While White has at length managed to clear the diagonal for his Bishop, he has nothing to match the

enemy Knight, which performs the task of both guarding the King and supporting the QP. Nevertheless, Black's victory is not to be lightly attained, because he is obliged to advance his passed QRP and QKtP, and that creates a vacuum around his King.

Fischer's resourcefulness, together with Petrosian's sangfroid, makes the concluding phase of this game an intriguing duel.

36. Q—K3 P—Q7
 37. B—B3 Kt—R5
 38. Q—K4! Kt—B4

And not 38. . . . Q—B8 ch?;
 39. K—Kt2, when White wins.

39. Q—K2 P—R3
 40. K—Kt2 K—R2
 41. Q—K3 R—Q6

Black sealed this, and the game was adjourned. 42. R x P ch, Q x R; 43. Q x Kt ch is harmless—
 43. . . . Q—Kt3; 44. Q—K7 ch, K—Kt1!, etc.

42. Q—B4 Q—Q2
 43. Q—B4 P—Kt3
 44. R—Q1

A sign of approaching defeat. If 44. B—Q1, Q—Q4 ch, the ending is hopeless for White; whilst 44. Q—B2 is refuted by 44. . . . Q—B4!

44. P—R4
 45. Q—B4 R—Q5
 46. Q—R6 P—Kt4!
 47. Q—K3

What else is there? After 47. Q—B8, Q—B2; 48. Q—R8 ch, K—Kt3 the 'attack' is at an end; and if 47. B—B6, Q—K3; 48. Q x Q, P x Q; 49. B x P, P—R5, White can resign.

47. K—Kt3
 48. Q—R6 ch Kt—K3
 49. Q—K3 K—R3
 50. B—K2 P—R5
 51. Q—QB3 K—Kt3
 52. Q—K3 Kt—B4
 53. B—B8 P—Kt5

The pawns creep forward. Fischer now makes a desperate effort to penetrate with his Queen, his one mobile unit.

54. Q—R6 ch Kt—K3
 55. Q—R8 Q—Q1
 56. Q—R7 Q—Q2
 57. Q—R8 P—Kt6!

Having reached the second time control, Black becomes more resolute. His King is indifferent to the checks.

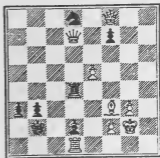
58. Q—Kt8 ch K—R4
 59. Q—R8 ch K—Kt4!

He could not go at once to the fifth rank on account of 60. B—B6!

60. Q—Kt8 ch K—B5
 61. Q—Kt8 K—B6
 62. B—R5 Kt—Q1

Petrosian rarely parts with anything, if he can avoid it. 62. . . . P—Kt7 (*et alia*) also wins.

63. B—B3 P—R6
 64. Q—B8 K—Kt7



An original finish, to be sure. The black King could not wish for a safer haven.

65. Q—R8 Kt—K3
 65. . . . Q—K8 was the simplest way of averting P—K6.
 66. Q—R8 P—R7
 67. Q—R5 Q—R5!
 68. R x P ch K—R6
 Resigns

39

4th CANDIDATES' TOURNAMENT,
BELGRADE, 1959

Black: S. GLIGORIĆ

Queen's Pawn, King's Indian Defence

- | | |
|-----------|--------|
| 1. P—Q4 | Kt—KB3 |
| 2. P—QB4 | P—KKt3 |
| 3. Kt—QB3 | B—Kt2 |
| 4. P—K4 | P—Q3 |
| 5. Kt—B3 | O—O |
| 6. B—K2 | P—K4 |
| 7. P—Q5 | QKt—Q2 |

One cannot fault this classical development of the QKt. Black's formation gives a greater impression of harmony than with other continuations—he is ready for anything.

- | | |
|----------|-------|
| 8. B—Kt5 | P—KR3 |
| 9. B—R4 | |



The 'normal' position in the Petrosian System. It is a critical moment for the second player, for he must decide at once how to combat White's overall strategy of restraint. If he fails to take effective action, then, as we have seen, White will consolidate his advantage in space and translate it into a lasting initiative. The present game bears this out yet again.

Accordingly, the conclusion of

both theory and practice is that Black should end the pin immediately by 9. . . . P—KKt4, and seek compensation for the resultant white-square weakness in a vigorous campaign on the K side; for instance 10. B—Kt3, Kt—R4; 11. Kt—Q2, Kt—B5; 12. O—O, Kt—B4, to be followed by . . . P—KB4.

- | | |
|------------|------|
| 9. | P—R3 |
|------------|------|

At the time there was still no agreement on Black's best method, and the text move simply indicates the line of investigation pursued by the grandmasters during the tournament. Although White had won each of the three previous games, Gligorić was willing to keep trying. Such is the appeal of fashion!

As to the purpose of 9. . . . P—R3, I think I can well quote myself (*Mikhail Tal's Best Games of Chess*, p. 173): 'Black wants to prevent Kt—QKt5 so that he can move his Queen so that he can move his King's Knight so that he can move his KBP.' The whole conception is too tortuous.

- | | |
|------------|------|
| 10. Kt—Q2! | Q—K1 |
| 11. O—O | |

One may also choose a sharper plan with 11. P—KKt4, as in Olafsson-Fischer, Zürich, 1959.

- | | |
|-------------|--------|
| 11. | Kt—R2 |
| 12. P—QKt4 | Kt—Kt4 |

Having played this against Tal in the sixth round and lost, Fischer sought to improve Black's prospects when the situation recurred in the twentieth; but his 12. . . .

B—B3 turned out to be worse—
 13. B × B, KkT × B; 14. Kt—Kt3,
 Q—K2; 15. Q—Q2, K—R2; 16. Q—
 K3, Kt—KkT1; 17. P—B5, P—B4;
 18. P × BP, KtP × P; 19. P—B4,
 KP × P; 20. Q × P, P × P; 21. B—
 Q3, P × P; 22. QR—K1, Q—B8;
 23. R—K6!, with a winning attack.

12. P—KB4 would be pre-
 mature, since after 13. P × P, P × P;
 14. B—R5! Black loses the ex-
 change.

13. R—B1
 Tal continued 13. P—B3, P—
 KB4; 14. B—B2, Q—K2; 15. R—
 B1.

13. P—KB4
 14. P—B3 Q—K2
 15. K—R1!

This improvement had been em-
 ployed by Olafsson against Gligoric
 in the twenty-fourth round. The
 Bishop's presence on KR4 ties
 Black down (the old pin in a new
 form); moreover, its services in
 supporting P—B5 (from KB2) are
 easily dispensed with.

15. Kt—B3
 16. P—B5 Kt—R4
 Not 16. QP × P; 17. KtP × P,
 Q × P, because of 18. Kt—Kt5!, and
 Black's defences are breached.

Up to here both players had been
 moving very rapidly. The Yugo-
 slav Champion presumably felt sure
 he could do better at the second
 attempt, whilst Petrosian was intent
 on testing an idea which he had
 thought of when looking on during
 the other game.

17. P—B6!
 The Icelander opened the QB file
 by 17. BP × P, and this is just the
 opposite! It is clear that Black
 will neither present his adversary
 with a forepost at Q5 (17.
 KtP × P; 18. QP × P), nor allow his
 pawns to be broken up (18. BP × P);
 he will, of course, block the position
 with P—Kt8.

It is true that in that case it is

Position after 17. P—B6!



difficult to complete the mobilisa-
 tion of the Q side; on the other hand,
 the rest of his force is reasonably
 placed, and it is not easy to see how
 White can break through.

17. P—Kt3
 18. P × P P × P
 19. P—Kt3

White's scheme begins to take
 shape. He is aiming for P—B4 (the
 threat to win a piece is incidental);
 once that is achieved, the enemy
 Queen's Bishop and, consequently,
 the Rook will be left without any
 scope at all.

19. B—B3
 A resourceful reply. 19.
 P—B5 was unsatisfactory on ac-
 count of 20. P—Kt4, Kt—B3;

21. B × Kt, P × B; 22. Kt(Q2)—K4,
 with control of the white squares.
 While if 19. Kt—B3; 20. P—
 B4, P × P; 21. P × P, Kt(Kt4)—K5;
 22. B—R5!, Black is virtually in
Zugzwang.

20. P—B4 Kt—Kt2
 21. Kt—B4

21. P—R4! would have deprived
 Black, who is practically a Rook and
 Bishop down, of the slightest
 counterplay. Now he is able to
 stir up complications.

21. P × P
 22. P × P P—Kt4!
 23. Kt—Q2

23. Kt—R5 could be answered by
 23. B x Kt; 24. R x B, Q—K5
 ch; 25. K—Kt1, Q x KtP.

28. Kt—K5
 24. B x B R x B
 25. B—B3

Here White is perhaps unnecessarily cautious. 25. Kt—Kt3 was thematic (it stops P—QR4), and if it involved a pawn sacrifice in 25. Kt x Kt; 26. R x Kt, Q—K5 ch; 27. QR—B3, Q x KtP, then that was little to pay for the powerful attack arising out of 28. R—Kt1.

Petrosian believed his game to be so good—as he admitted afterwards—that he needed no recourse to 'violent measures'.

25. P—QR4!
 26. P—QR3 P x P
 27. P x P R—Kt3!

Gligorić is making the most of his chances. Rather than let White re-establish his hold, as happens after 27. R—R6; 28. Kt(Q2)—Kt1, R—R8; 29. Q—Q4!, he gives up a pawn to free his Bishop.

28. Kt(Q2) x Kt P x Kt
 29. B x P B—B4
 30. B x B Kt x B
 31. Q—R5 R—B3!

But not 31. Q—B2?;
 32. Q x R ch!, Q x Q; 33. R—KKt1,
 with a won ending for White.

32. R—Kt1 ch K—R1
 Avoiding another trap—32.
 K—R2?; 33. QR—K1, Q—B2;
 34. Kt—K4!

33. QR—K1 Q—B2
 34. Q x Q R x Q
 35. R—K4?

With the clock ticking away fast, Petrosian is the first to falter. He should have played 35. R—R1, R—K1 (exchanging would help White); 36. R(Kt1)—K1!, driving the black Rook on to the KKt file, where it is not so dangerous.

85. K—R2!

Instead of defending passively with 35. R—QKt1, which would certainly lose, Black boldly offers a second pawn.

86. Kt x P R—R7
 87. Kt—Q4

As a result of this, both black Rooks occupy the seventh rank. 37. Kt—B3 was more promising, though that too seems insufficient to win, e.g. 37. R—QB7; 38. Kt—Kt1 (38. Kt—K2, R—Q7!). R—K2!; 39. R x R ch (or 39. R(K4)—K1, Kt—K6!), Kt x R, and White cannot maintain the extra pawns.

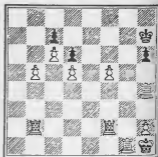
37. Kt x Kt
 38. R x Kt R—K2
 39. P—B5 R(K2)—K7
 40. R—R4 R—KB7

He was likewise faced with mate—after 41. P—B6.

41. P—Kt5

Although the time control had been reached, Petrosian made one more quick, obvious move in the hope that his opponent would do the same—and he did.

41. R(R7)—Kt7?



A few seconds' carelessness throws away the fruits of his fine defence. If he had thought for a minute, he must have seen that 41. R(R7)—B7! was correct; on 42. R—R5 he could then play 42. R—QKt7!, and the draw is forced.

42. P—Kt6!!

This beautiful stroke destroys the drawing mechanism of the doubled Rooks and thus gives White a momentary respite, enough for him to seize the initiative again.

Glorigić spent forty minutes sealing his reply, but he could not save himself. If 42. P×P, then 43. R—QB1!, R(Kt7)—B7; 44. R×R, R×R; 45. R—Kt4!, and one of the passed pawns queens.

42. R×KtP

43. R(R4)—Kt4

The new mating net reduces Black to submission. Were the Rook on R5, the decisive manoeuvre would not be available.

43. R—Kt1

44. R—Kt7 ch K—R1

45. R(Kt7)—Kt6 Resigns

White wins quickly after 45. K—R2; 46. P—B6!, R—KB1; 47. R—Kt7 ch, K—R1; 48. R×P.

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27th U.S.S.R. CHAMPIONSHIP, LENINGRAD, 1960

Black: A. SUETIN

Queen's Gambit Declined, Tarrasch Defence

1. P—QB4 P—QB4

This symmetrical reply used not to be considered wholly satisfactory. Now it is accepted without reservation.

2. Kt—KB3 Kt—KB3

3. Kt—B3

3. P—Q4 is more active—see Game 55.

3. Kt—B3

Black may himself play P—Q4 here, though it does perhaps tend to strain his resources.

4. P—K3 P—K3

5. P—Q4 P—Q4

6. BP×P

The usual recipe. Alternatives such as 6. QP×P and 6. P—QR3 are quite harmless.

6. KP×P

It is surprising that Suetin should

reject the Semi-Tarrasch (6. KKt×P, etc.) in favour of the text. He is a noted theoretician and has books on the openings to his name.

7. B—K2

If 7. P×P, B×P, Black has an extra tempo compared with the game against Gipslis.

7. P—QR3

He is naturally unwilling to move his KB. Accordingly, he decides to advance his QBP, and to support it P—QKt4 will be required. The danger in the plan is that the development of the K side is delayed. All in all, 7. B—K2 seems preferable.

8. 0—0 P—B5

9. Kt—K5

White sets in motion his counter-strategy—activity in the centre.

The same manoeuvre is to be found (with colours reversed) in the Panov-Botvinnik Attack against the Caro-Kann (1. P—K4, P—QB3; 2. P—Q4, P—Q4; 3. P × P, P × P; 4. P—QB4, etc.).

9. Q—B2

9. B—Q3 was possible too.

10. Kt × Kt

Why not support the Knight by P—B4? In Petrosian's own words, the 'aggressive' 10. P—B4 had serious positional defects: it would have weakened the white squares, and the 'hole' at K4 in particular would have been keenly felt. Black could have replied with 10. . . . B—QKt5, having in mind B × Kt and B—B4, thus seizing control of the weak points; meanwhile, apart from his strong Knight on K5, White's other pieces would have been left in passive positions.

Although the departure of the Knight has cost time, it has cleared the way for its colleagues.

10. Q × Kt

After 10. . . . P × Kt; 11. P—QKt3, Black would have the worst of it, as far as the pawn structures go.

11. P—QKt3 P—QKt4?

Missing the opportunity to get in a valuable developing move by 11. . . . B—QKt5. In that event Black has a reasonable game after 12. B—Q2; P—QKt4; 13. P × P, KtP × P, whereas now he is caught in a tactical storm.

11. . . . P × P; 12. Q × P, of course, gives the first player all the pressure, rather as if he had carried out a successful minority attack.

12. P × P KtP × P

13. P—K4!

For Black, with his King still unmoved, the explosive central situation is extremely critical; yet he does not appear to realise it.

Position after 13. P—K4!



13. P × P?

Overlooking White's next. He should have played 13. . . . Kt × P; 14. Kt × Kt, P × Kt, against which Petrosian intended 15. P—Q5, Q—KKt3; 16. B—R5, Q—B4; 17. R—K1, with a strong initiative (18. B—B3 is threatened).

14. B—Kt5! B—KB4

Suetin's failure to bring out his KB is almost pathological in this game. 14. . . . B—K2 was the last chance of putting up a fight, though it meant the loss of a pawn after simply 15. B × Kt, B × B; 16. Kt × P! 0—0 (16. . . . Q × Kt; 17. B—B3!); 17. P—Q5, Q—Kt3; 18. R—Kt1, Q—Q5; 19. Kt × B ch and 20. B × P.

15. P—Q5 Q—B2

If 15. . . . Q—Q3, then 16. B × Kt is again excellent, e.g. 16. . . . Q × B; 17. Q—R4 ch. B—Q2; 18. Q × BP. On the other hand, now Black's lines are finally wrecked.

16. B × Kt P × B

17. B—Kt4!

This is strategy aided by a little combination. For should Black try to preserve his Bishop—and without it he must soon collapse—by 17. . . . B—Kt3, the answer is 18. Kt × P, B × Kt; 19. R—K1, Q—K4; 20. Q—R4 ch, and mates.

17. B × B

18. Q x B
19. Kt x P
20. Q-R5!

Q-K4
P-B4



Black's plight is desperate. He can neither play P x Kt, nor Q x Kt, nor Q x P. At the same time, Kt-Kt5 is imminent.

20. 0-0-0

21. Kt-Q2!

Another fine move. Against 21. Kt-Kt5 Black could cause complications by 21. R-Kt1.

21. P-B6

Both 21. Q x P and 21. R x P lost quickly to 22. Kt x P.

22. Kt-B4. Q-Q5

If 22. Q-B3, then 23. Q-B3 followed by QR-Kt1 and Kt-Kt6 ch (or P-Q6) is decisive.

23. Q x P ch R-Q2

Or 23. K-B2; 24. Q x P ch!, R-Q2; 25. Q-K6, indirectly protecting the Knight.

24. Kt-K5 Resigns

41

27th U.S.S.R. CHAMPIONSHIP, LENINGRAD, 1960

Black: B. SPASSKY

Queen's Pawn, King's Indian Defence

1. P-Q4 Kt-KB3
2. Kt-KB3 P-KKt3
3. P-B4 B-Kt2
4. Kt-B3 0-0
5. P-K4 P-Q3
6. B-K2 P-K4
7. 0-0 QKt-Q2

At the present time the most critical questions are posed by the lines arising out of 7. Kt-B3; 8. P-Q5, Kt-K2.

8. R-K1

The strictly logical continuation. White brings the Rook into play,

maintains the tension in the centre, and as yet does not commit himself to a definite plan.

8. P-B3

Black also declines to show his hand, taking up his turn with a move which is virtually a *sine qua non* in the classical variations of the King's Indian. 8. P x P; 9. Kt x P, R-K1 is the direct method of contesting the initiative.

9. P-Q5

Opening textbooks consider this

to be one of the least opportune moments for carrying out this advance. The argument is that here Black can afford to block the position by 9. . . . P-B4 because he is well placed to commence operations on the K side with . . . P-KB4.

Petrosian had, in fact, been in the same situation with the black pieces (against Bronstein in the 3rd Candidates' Tournament) and had himself chosen 9. . . . P-B4. It went on 10. P-QR3. Kt-K1; 11. B-Kt5, P-B3; 12. B-Q2, P-B4; 13. Kt-KKt5, Kt-B2; 14. P x P, P x P; 15. P-B4, P-K5; 16. B-K3, P-KR3; 17. Kt-R3, B x Kt!, with an eventual draw.

9. B-B1, putting the ball back in Black's court, as it were, is held to be best.

9. Kt-B4

But Spassky avoids the theoretical recommendation. Either he feared that White had an improvement ready (an immediate 10. B-Kt5, perhaps) or he genuinely believed a fluid struggle offered more prospects of counterplay.

10. B-B1 P-QR4

11. B-Kt5

Petrosian can rarely resist this sortie. In the case before us it leads to a highly complicated and dangerous middlegame. A sounder alternative was 11. P-KR3, preparing B-K3 followed by Kt-Q2.

11. P-R3

12. B-R4 P-KKt!

13. B-Kt3 B-Kt5

There were two other important possibilities: firstly, the pseudo-sacrifice 13. . . . P x P; 14. BP x P, KKt x KP, which leaves White with the better game after 15. Kt x Kt, Kt x Kt; 16. R x Kt, P-B4; 17. R-QB4, P-B5; 18. B-Q3 (pressure on the QB file plus attacking chances on the diagonal QKt1-KR7); and, secondly, the quiet but promising thematic manœuvre . . . Kt-R4-B5.

The text move presumably gained preference over the latter by virtue of the awkward pin it sets up.

14. R-K8?

In order to move his Queen away from the line of the Bishop without incurring the burden of double pawns. But K3 is by no means a desirable square for the Rook, and in putting it there Petrosian shows an extraordinary indifference to his opponent's intentions. 14. P-KR3, B-R4; 15. B-R2, aiming for P-KKt4, would have been wiser.



14. P-Kt4!

This sharp thrust, threatening the very foundations of White's position, sets the game alight. Now 'iron Tigran' requires all his coolness and resourcefulness to keep his footing.

15. QP x P

After 15. BP x P, P x QP 16. Kt x QP, KKt x P, Black's idea would have succeeded completely.

15. P-Kt5

16. Kt-Kt5

But not 16. Kt-Q5, which would merely cover up the one real enemy weakness—the backward QP.

16. KKt x P

17. P-B7 Q-K2

17. . . . Q-Q2, while playable would interfere with the movement of his QB.

18. B—Q3!

Prompt action was imperative, for the collapse of his central wedge had rendered him almost defenceless against the advance of the black pawn mass. With his pieces on the third rank just asking to be forked or trapped, he must, as it is, be prepared to walk a razor-edge of tactics. This can be seen from the two main variations that occur after 18. P—B4; 19. B × Kt!, i.e.

(i) 19. P × R; 20. Kt × QP!, P × Kt (if 20. Q × P, then 21. QKt × KP); 21. Q—Q5 ch, Kt—K3; 22. P—B8 = Q, QR × Q, 23. Kt × R, R × Kt; 24. B × P, etc. and (ii) 19. Kt × B; 20. Q—Q5 ch, Q—B2; 21. Kt—K1, Q × Q; 22. P × Q, Kt × B; 23. RP × Kt, P—B5; 24. R—K4, etc.

18. KKt × B
19. RP × Kt P—B4

It is clear that the previous exchange has robbed this of much of its bite. Moreover, since White's chances in the above-mentioned complications sprang from his menacing passed pawn combined with the attack on the QP, it would have been natural to turn one's thoughts in that direction. 19. R—R3, to be followed by B—Q2, was the indicated course, and one which would have given the first player further difficult problems to solve.

20. B—B2 P—B5

20. P—K5 was easily met by 21. Q—Q5 ch and then KKt—Q4.

21. P × P KtP × P
22. R—K1 R—R3
23. B—K4

White's game is beginning to look healthy once again. Spassky, however, seems unable to recognise this fact. Instead of settling for a draw—as he probably could have by 23. Kt × B; 24. Q—Q5 ch, K—R1; 25. Q × Kt, B—B4; 26. Q—Kt7, B—B1 (not 26. QR—R1? 27. P—B8 = Q!); 27. Q—Q5, B—K3;

28. Q—Kt7, B—B1, etc.—he allows himself to be obsessed by old hopes on the K side, and as a result proceeds to ruin his position within the space of a few moves.

23. P—R4?
24. Q—B2 Q—B3?

It was still not too late for Kt × B.

25. Kt—Q2! P—KR3
26. P—B3 B—B1

26. B—Q2 made no appreciable difference.

27. B—Q5 ch K—R1
28. Kt—K4



White has a strategically won game. In contrast to Black's jerky efforts, he has regrouped smoothly and skilfully, establishing an unshakeable hold on the centre. Here is an example of what might happen: 28. Q—Kt3; 29. R—K2, B—Q2; 30. R—Q1, B—QB3; 31. B × B, R × B; 32. Kt × Kt, Q × Q; 33. R × Q, P × Kt; 34. R—Q6, etc.

Spassky's last flings provide conclusive proof—if any be needed—of his helplessness.

28. Q—R3
29. R—K2 P—R6
30. P × P R—B4
31. R—R2 P—R5
32. P—R4 P—Kt6
33. P × P P × P
34. Q—Q1 R × R
35. Q × R Resigns

42

WEST GERMANY v. U.S.S.R. MATCH,
HAMBURG, 1960

Black: W. UNZICKER

Queen's Gambit Declined, Orthodox Defence

1. P—Q4 Kt—KB3
2. Kt—KB3 P—K3
3. B—Kt5

According to theory, this pin is of doubtful worth here and may easily cost White the initiative. The Torre Attack, as it is called, is a comparative rarity for that reason.

3. P—Q4

More energetic is 3. . . . P—B4, which Olafsson adopted against Petrosian in the 1962 Interzonal. He obtained good prospects after 4. P—K3, Q—Kt3 (4. . . . P × P1 is probably even stronger); 5. Q—B1, Kt—B3; 6. P—B3, Kt—K5; 7. B—R4, P—Q4. Unzicker prefers to follow orthodox lines.

4. P—B4 P—B3

4. . . . P—KR3 (the Capablanca Variation) and 4. . . . B—Kt5 ch (the Vienna Variation) are direct ways of seeking equality.

5. Q—B2

5. P—K3, QKt—Q2; 6. Kt—B3, Q—R4 leads to the Cambridge Springs Defence, which has a sound reputation.

5. B—K2

6. P—K3 0—0

7. Kt—B3 P—KR3

This merely drives the Bishop to another active square. 7. . . . QKt—Q2 was solid.

8. B—B4 QKt—Q2

But not 8. . . . Kt—R4; 9. B—K5, Kt—Q2 (9. . . . P—B3?; 10. B × Kt!); 10. P—KKt4!, when White has a fine attack.

9. P × P

Thus he avoids the loss of a tempo involved in 9. B—Q3, P × P. There was also much to be said for maintaining the tension by 9. R—Q1 or 9. P—KR3.

9. BP × P

Black normally has no choice but to recapture with the KP. By keeping the pawn formations balanced he obviates both the minority attack and an assault on his King after 0—0—0. The one drawback is that his QKt is now poorly posted on Q2; as in the Exchange Variation of the Slav, it belongs, like White's, on QB3.

10. B—Q3 P—QR3

If 10. . . . Kt—R4; 11. B—K5, Kt × B; 12. P × Kt, P—KKt3; 13. Kt—Q4, White again has excellent chances on the K side.

11. 0—0 P—QKt4?



The German grandmaster probably overestimated his resources in

the coming middlegame. Already under some pressure on the QB file, he is taking a grave risk conceding White further points of entry (QB6 and QB5). Instead, he might have tried 11. Kt—Kt1 (pieces can often cover up weaknesses by retracing their steps, whereas pawns cannot) followed by Kt—B3.

12. P—QR4!

Petrosian seizes the opportunity and provokes a further loosening of the opposing structure.

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|------------|-------|
| 12. | P—Kt5 |
| 13. Kt—R2 | Kt—K1 |
| 14. Kt—B1 | P—QR4 |
| 15. Kt—Kt3 | |

The Knight has been neatly—and instructively—redeployed to meet the new situation.

15. B—R3

On the board, the Bishop is hemmed in by its own pawns. However, its exchange facilitates White's invasion via the light-coloured squares.

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|-----------|-------|
| 16. B × B | R × B |
| 17. Q—Q3 | R—R2 |
| 18. KR—B1 | Kt—Q3 |

If 18. B—Q3, White does not play 19. B × B, but 19. Kt—K5! Then 19. B × Kt would be bad on account of 20. P × B (20. Kt—Kt3; 21. Q—Q4, threatening P—K4!).

19. B × Kt!

It is important to eliminate the Knight, as, indeed, was inferred in the previous note. In general, the stabilising of the contours of the position has lowered the value of the Bishops, and it will be noted what an insignificant role Black's is relegated to for the rest of the game. As far as that is concerned, a useful comparison can be made with Game 20.

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| 19. | B × B |
| 20. R—B6 | Kt—Kt1 |

After 20. Kt—Kt3; 21. KKt—Q2 the threat of Q—Kt5 is strong. The holes on the white squares are beginning to make themselves felt.

21. R—B2 Kt—Q2

I would have preferred 21. R—B2. Unzicker's manoeuvre leaves the open file completely in White's hands.

- | | |
|------------|---------|
| 22. QR—QB1 | Kt—Kt3 |
| 23. Q—Kt5 | Kt—B5 |
| 24. KKt—Q2 | Kt × Kt |
| 25. R × Kt | Q—R1 |

Now, in the absence of the defending Knight, 25. R—B2 is weak; for example, 26. R(Q2)—B2, R × R; 27. R × R, Q—R1 (or 27. B—B2; 28. R—B6!); 28. R—B6, R—Kt1; 29. Q—R6, and White wins the QRP.

But 25. Q—Kt1 was surely better than the text move. Although the ending that results from 26. Q × Q, R × Q; 27. R(Q2)—B2, R(R2)—R1 is very much in White's favour (thanks to his aggressive pieces), the outcome is by no means certain; while Black would have the advantage after 26. P—Kt3?, Q × Q; 27. P × Q, P—R5.

26. R(Q2)—B2 R—Q1

Black seems to have fallen into a totally passive frame of mind. He could just as well have driven the enemy Queen back by 26. R—Kt1 (if 27. Q—B6, B—B1; 28. Q × Q, R(R2) × Q, we have the ending mentioned above), and then consolidated his lines a little by 27. R—R3.

27. R—B6 P—Kt3

With a Rook occupying his QB3, he could no longer achieve much by R—Kt1.

- | | |
|-----------|-------|
| 28. P—Kt3 | K—Kt2 |
| 29. K—B1! | |

Petrosian commences a subtle and impressive plan. By penetrating on the QB file he has so tied his

Position after 29. K—B1!

opponent down that counterplay is out of the question. Nevertheless, that is not enough. To translate his positional superiority into decisive terms, he must break through on a second front—namely, the K side. Accordingly, as a precaution, he marches his King to a safe place on the left wing. Black can only look on and wait.

29. K—Kt1
30. P—R4 P—R4

Allowing P—R5 could not have been worse.

31. R(B1)—B2 K—R2
32. K—K1 K—Kt1
33. K—Q1 K—R2
34. K—B1 K—Kt1
35. K—Kt1 K—R2
36. Q—K2

P—Kt4 now hangs over Black's head like the sword of Damocles.

36. Q—Kt2
37. R—B1 K—Kt2
38. Q—Kt5

White has evidently decided not to commit himself till after the time control. If the Queens are exchanged in the present circumstances, the passed QKtP is too dangerous, e.g. 88. . . . Q×Q; 39. P×Q, P—R5; 40. P—Kt6, R—R3 (or 40. . . . R(R3)—R1; 41. P—Kt7, R(R1)—Kt1; 42. Kt—R5!); 41. P—Kt7, R×R; 42. R×R,

P×Kt; 48. R×B, R—QKt1; 44. R—Kt6, etc.

38. Q—R1

39. P—B4

Considering his care the move before, this comes as a surprise. One would have expected, say, 89. K—R2.

39. K—R2

40. Q—K2 Q—Kt2

He could have put up a more stubborn resistance by blocking the K side by 40. . . . P—B4. His game would still have been lost (in the long run he could not hope to watch all the weak spots—his KKt4, K4, QB4, and QKt4, the QB file itself, and the KKtP, KP, and QRP) but at least defeat would not have been as drastic.

41. P—Kt4! P×P

42. Q×P Q—K2

43. P—R5 Q—B3

44. K—R2 K—Kt2

45. P×P Q×KtP

Or 45. . . . P×P; 46. R—KR1, etc.

46. Q—R4 B—K2

Not 46. . . . R—R1?; 47. Q—B2, and Black loses either his Bishop or his Queen.

47. Q—B2 K—B1

48. Kt—Q2 R—Kt2

49. Kt—Kt8

He has a better idea.

49. R—R2

50. Q—R2!



Quietly conclusive. The attacks down the KR and KKt files, plus the masked threat along the KR2—QKt3 diagonal, soon overwhelm Black.

50. B—B8
51. R—B8 R—Q2

Other moves are also hopeless, as these variations demonstrate:

(i) 51. . . . R × R; 52. R × R ch, K—K2; 53. P—B5, Q × P; 54. Q—Kt8, etc.

(ii) 51. . . . K—K1; 52. P—B5, Q × P; 53. R × R ch, B × R; 54. R—B8, Q—B3; 55. Q—Kt8, R—Q2; 56. Kt—B5, winning material;
and (iii) 51. . . . Q—B4; 52. R × R ch, B × R; 53. R—B8, R—Q2; 54. Kt—B5, R—Q3; 55. Kt—Kt7, etc.

52. Kt—B5! P—Kt6 ch
53. K × P R—Q3
54. P—B5 R—Kt3 ch
55. K—R2 Resigns

43

COPENHAGEN,
1960

Black: B. LARSEN

Queen's Pawn, Old Indian Defence

1. P—Q4 Kt—KB3
2. P—QB4 P—Q3
3. Kt—KB3 B—Kt5
4. Kt—B3 QKt—Q2

One might imagine that this order of moves solves the difficulties that Black normally has with his white-squared Bishop. That is not the case. In fact, though it may seem a paradox, it is often better off unmoved than in 'active' play (cf. Game 14).

5. P—K4 P—K4
6. B—K2 B—K2

Developing the KB on K2 is generally associated with passiveness in the Indian defences. Since Larsen is noted for his aggressive style, it is surprising that he should touch such a system at all.

7. 0—0 0—0
8. B—K3 B—R4

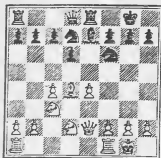
As White intended to bring about an exchange of Bishops anyway (by Kt—Q2), this amounts to the loss of a tempo. He should have played 8. . . . P—B3.

9. Kt—Q2 B × B
There is little future in 9. . . . B—Kt3. Black's pieces are cramped enough as it is.

10. Q × B P × P
Otherwise White could stabilise the situation by P—Q5 and leave his opponent with a bad Bishop—familiar Petrosian strategy.

11. B × P R—K1
The above position might easily have arisen via a KP opening; for instance, the Philidor Defence (1. P—K4, P—K4; 2. Kt—KB3, P—Q3). The surrender of the strong-point at K4, which here appears to

Position after 11. B x P R-K1



have been the almost inevitable consequence of Black's third move, represents a considerable success for the first player. He now has a clear superiority in the centre, and on this basis he can build up a lasting and powerful initiative.

12. P-B4 B-B1
13. QR-Q1 P-QR3

Black is so short of room that it is hard to find a reasonable continuation. 13. Kt x P; 14. Kt(Q2) x Kt, P-KB4 would accelerate trouble, e.g. 15. Q-B3, P x Kt; 16. Kt x P followed by advancing the KBP.

14. Q-B3 P-B3
15. P-KKt4!

The storm commences. White can push up his K side pawns without the slightest fear of reprisals.

15. Kt-B4?

In providing a flight square for his threatened Knight, the Danish grandmaster makes a decisive positional error. He had to try 15. Kt-Kt3, although I doubt whether it would have saved him in the long run.

16. B x QKt P x B
17. P-K5

White is practically a pawn up; his majority is a crushing force.

17. Kt-Q2

17. Q-Q5 ch? would cost a piece.

18. Kt(Q2)-K4 Q-B2
19. R-Q3

From here the Rook keeps an eye on both the Q file and KR3.

19. Kt-Kt3

He could have offered a more stubborn resistance by 19. B-K2; 20. KR-Q1, Kt-B1. At QKt3 the Knight is too far from the scene of action.

20. P-Kt3 QR-Q1
21. KR-Q1 B-K2

If 21. R x R; 22. Q x R, B-K2; 23. Kt-Q6, B x Kt; 24. Q x B, Q x Q; 25. R x Q, K-B1; 26. Kt-K4, the ending is hopeless for Black.

22. P-Kt5!

Preparing the way for a splendid combinative finish.

22. Kt-B1?

22. R x R was now essential. However, after 23. R x R, R-Q1; 24. R-K3!, White's attack cannot be contained; for example, 24. Q-Q2; 25. Kt-K2, Q-Q8 ch (or 25. Q-B4; 26. K-Kt2! and 27. Kt(K2)-Kt3); 26. K-B2, Q-Kt3; 27. P-B5, R-Q8; 28. K-Kt2!, Q-R8; 29. P-B6, etc.

23. Q-R5 R x R
24. R x R R-Q1
25. Kt-B6 ch!!



25. P × Kt
 Or 25. B × Kt; 26. KtP × B,
 R × R; 27. Q—Kt5, K—B1; 28. P
 × P ch, K—Kt1; 29. Kt—K4!, and
 wins—a variation of which Tal
 would have been proud.

26. R—R3 K—B1
 27. Q × P K—K1
 28. P—Kt6!
 So that if 28. P × KtP, then
 29. P—K6!

28. B—B1
 29. P—Kt7
 Also good was 29. P—K6.

29. B × P
 30. Q × B Q—K2
 On 30. P × P the simplest
 reply was 31. P × P.

31. Kt—K4! R—Q8 ch
 32. K—B2 P—B4
 33. Kt—B6 ch K—Q1
 34. R—R8 ch Resigns
 His Queen is trapped.

44

14th OLYMPIAD,
LEIPZIG, 1960

Black: R. G. WADE
Queen's Pawn Game

1. P—Q4 Kt—KB3
 2. Kt—KB3 P—QKt3
 Black invites the reliable Queen's
 Indian Defence; but Petrosian de-
 clines and chooses instead a less
 familiar path.

3. B—Kt5 B—Kt2
 4. QKt—Q2 P—Kt3
 In one of the games where this
 system was originally employed
 (Torre-Verlinsky, Moscow, 1925)
 the continuation was 4. P—Q4;
 5. P—K3, QKt—Q2; 6. B—Q3,
 P—K3; 7. Kt—K5, P—QR3; 8. P—
 KB4, B—K2; 9. 0—0, P—B4;
 10. P—B3, 0—0; 11. Q—B3,
 Kt × Kt; 12. BP × Kt, Kt—Q2;
 13. Q—R3, P—Kt3; 14. B—KR6,
 and White obtained a powerful
 attack.

From this one can gather that the
 first player's intentions are not as
 pacific as his early moves might

suggest. Black should, therefore,
 exercise considerable caution on the
 K side, and in this respect the
 fianchetto is excellent.

5. P—K8 B—Kt2
 6. B—Q3 P—B4
 7. P—B3 P—Q3

Again he selects the most solid
 move. White is denied the use of
 his K5.

8. 0—0 0—0
 9. Q—K2

A good alternative is at once
 9. P—KR3, providing a retreat for
 the Bishop at R2 (via KB4).

9. P—KR3

The game Trifunović-Teschner,
 Dortmund, 1961, went on 9.
 QKt—Q2; 10. KR—Q1, Q—B1;
 11. P—QR4, Q—B2; 12. P—R5,
 P—K4?, and White quickly gained

the upper hand. Wade's plan is much better.

10. B—R4 QKt—Q2

But not 10. P—KKt4;

11. B—Kt3, Kt—R4?; 12. Kt × P!,

Kt × B; 13. BP × Kt, P × Kt;

14. Q—R5, P—B4; 15. R × P, when

White wins—another demonstration of the sting behind the quiet exterior.

11. P—KR3

With the second Knight in play, P—KKt4 and Kt—R4 had become a genuine threat.

11. Kt—R4

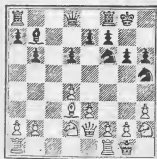
12. Kt—R2

By 12. P—KKt4 he could have driven the Knight back again; but Petrosian is not in the least disposed to force the pace.

12. P × P!

13. BP × P B—KB3

14. B × B QKt × B



Black's well-timed manœuvring has brought a welcome degree of simplification and the promise of more on the open QB file. The loss of the fianchettoed KB is of no significance here.

15. QR—B1 R—B1

16. KKt—B3 R—B2

It would have been preferable to copy White and recentralise the Knight by 16. Kt—Kt2.

17. Kt—Kt3

QKt3 is not a very attractive square for a Knight. However, the text move is necessary in order to maintain the confrontation of Rooks.

17. R × R

18. R × R Q—R1

19. B—R6 R—B1

19. B × Kt would double White's pawns, but also leave him in command of the QB file—an unprofitable transaction.

20. R × R ch B × R

Laying a small trap, viz. 21. Q—B4?, B × P! Naturally, 20. Q × R was satisfactory too; for example, 21. B × B, Q × B; 22. Q—B4, Kt—K1; 23. QKt—Q2, Q—B2, etc.

21. QKt—Q2 Q—B3

22. B × B Q × B

23. Q—B4 Q × Q

24. Kt × Q

Many players would have abandoned the game as a draw now. For although White has a slight advantage in space, the balanced pawn formations argue against his making any positive progress.

In these 'simple' endings Petrosian, like Smyslov, knows how to stretch his possibilities to the limit, and the fact that his opponent has reached what, theoretically, should be a tenable position does not guarantee the result.

24. Kt—Q4

25. K—B1 KKt—B3

26. K—K2 K—B1

27. Kt—K1!

The Knight is wanted on Q3, where it will most ably support the advance of the centre pawns.

27. K—K1

28. Kt—Q3 K—Q2

29. P—B3 Kt—B2

30. P—K4 Kt(B3)—K1

The situation has grown surprisingly difficult for Black. 30. P—K3, for instance, would have

lost a pawn after 31. P—K5 and either 31. P×P; 32. Kt(Q3)×P ch or 31. Kt(B3)—K1; 32. P×P, Kt×P; 38. Kt(Q3)—K5 ch.

31. P—KR4 P—B3?

Having defended patiently for so long, the British master at last shows signs of going astray. Rather than touch his pawns yet, he should have continued to regroup his Knights by 31. Kt—K3, followed by Kt—Q1, etc.

32. P—Q5!



Petrosian reacts at once. Black is now quite cramped and if he waits for the pressure to be increased by a white Knight's arrival at Q4, his hopes of counterplay will have largely disappeared. White's central supremacy must be challenged.

32. P—K3

32. P—B4 was bad because of 33. P×P!, P×P; 34. Kt—K3, Kt—B3; 35. Kt—KB4, P—K3; 36. P×P ch, Kt×P; 37. Kt×Kt, K×Kt; 38. K—Q8, when the three isolated pawns represent a serious handicap.

33. P×P ch Kt×P

34. Kt—K3 P—KKt4

In an effort to ensure an active resistance, Black concedes a fresh weakness. 34. P—KR4 looks sounder to me.

35. Kt—B5

And this does not seem to be the most accurate reply. 35. P—R5 and, if necessary, P—KKt4 would have saddled Black with a permanently inferior pawn structure, whereas now that is not the case.

35. P—KR4

36. K—K3 Kt(K1)—Kt2

One can hardly criticise Wade for trying to ease his task by tackling the leading Knight. Nevertheless, with 36. Kt(K1)—B2 he could probably have eliminated all danger of defeat; for example, 37. P×P, P×P; 38. P—B4, P—Q4!; 39. Kt—K5 ch, K—K1; 40. BP×P, Kt×P; 41. Kt—Kt7 ch, K—B1; 42. Kt×P, Kt×P, etc.

37. Kt×Kt Kt×Kt

38. P×P P×P

39. P—B4 P×P ch?

The decisive mistake. Correct was 39. Kt—K3!; 40. P×P (after 40. P—B5, Kt—B4 Black has little to fear), Kt×P, when his Knight is far better placed than in the game. White might still play for a win by 41. Kt—B4 (but not 41. P—KKt3, Kt—K3!; 42. Kt—B4, Kt×Kt, etc.), P—R5; 42. K—Q4!, K—B3; 43. P—K5, P×P ch; 44. K×P, K—B4; 45. K—B5, Kt—B2; 46. Kt—Kt6, but in that event Black's aggressive King affords him every chance of a draw.

40. Kt×P K—K2

If 40. K—B3; 41. K—Q4, the black King, lacking the co-operation of the Knight, will be compelled to fall back to Q2 within a few moves, whereupon White's breakthrough by P—K5 gains in strength.

41. K—Q4! K—B3

41. Kt—K3 ch; 42. Kt×Kt, K×Kt led to a lost King and pawn ending, viz. 43. P—KKt3!, P—R3; 44. P—R4, P—R4; 45. P—Kt3, K—K2; 46. K—Q5, K—Q2;

47. P—K5, etc.—similar lines could have occurred above.

Adjournment analysis had convinced Wade that the only course was to push on with his King. But, as usual, Petrosian's gets there first, and the rest of the game is a *tour de force* on its part.

42. K—Q5 K—Kt4

43. Kt—K2

It is remarkable how the white Knight and pawns prevent the enemy monarch from penetrating.

43. Kt—K1

44. K—B6 Kt—B3

45. K—Kt7 Kt × P

46. K × P K—B4

47. K × P K—K4

48. P—R4 P—Q4

49. P—R5 P—Q5

50. Kt × P!

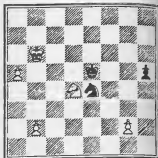
Even if premeditated overnight, this sacrifice provides an interesting and instructive conclusion.

50 K × Kt

51. K—B6

Now Black's Knight, so beautifully

Position after 50. Kt × P!



centralised, can find no way of stopping the RP.

51. Kt—B4

52. P—QKt4 Kt—Q6

Or 52. Kt—R8; 53. P—Kt5, Kt—Kt1 ch; 54. K—B7, K—B4; 55. P—R6, etc.

58. K—Kt5! K—K4

If 53. Kt—B5, then 54. P—R6, Kt—Q4; 55. P—R7, Kt—B2 ch; 56. K—B6 and wins.

54. P—R6 Kt × P

and Black resigned.

YEAR OF PREPARATION, 1961

THE 28th U.S.S.R. Championship, which began in Moscow in the middle of January, drew a very strong entry. The zonal year had come round again, and the leading grandmasters were lining up for a new bid for the world title. Everyone—and this included his rivals—considered Petrosian a certainty to qualify, if not to take first place. He finally accomplished both these feats, but in the early rounds he had to survive what seemed to be a period of doubt, culminating in a drastic defeat from Stein, a young master whom, incidentally, Tal had commended to me in an interview at Leipzig.

Petrosian afterwards explained how he felt. 'At the beginning of the tournament I was nervous, and that could not but reflect on my play.' Once over the crisis, he went from strength to strength, amassing no less than nine points from the seventh to the seventeenth rounds. Particularly impressive was the manner in which he smashed Smyslov with an apparently innocuous opening line (Game 45). The ex-World Champion never recovered from this blow and failed to reach the Interzonal. Game 46 provides a lesson in dealing with an opponent who is short of time. There is not even a suggestion of trying to rush him.

For the rest of the year Petrosian was at liberty to play a more relaxed brand of chess, one in which not every game had to be reckoned in terms of its arithmetical value. The result was that a few losses may be found against his name on the tournament tables.

He made his usual, reliable contribution to the Soviet team's engagements abroad. Game 47, from the traditional match with Yugoslavia, is a perfect illustration of the technique of exploiting a fixed pawn weakness.

The two international tournaments at Zürich and Bled formed the basis of his preparation for the stiff programme that lay ahead in 1962. In neither was he conspicuously successful; he did not win first prize, that is. However, he did produce a high proportion of interesting games, three of which I have given.

A spiking attack (with P—KKt4) settles Schmid's fate in Game 48, while in the next there is a still more summary finish. When post-mortem analysis revealed that Petrosian could have sacrificed his

Queen a move sooner than he did, he was disgusted with himself! He need not have been, for the real achievement lay in the way he had outmanœuvred Pachman at every turn. Lastly, in Game 50, we see all Olafsson's aggressive inclinations come to nothing against a blanket defence.



45

28th U.S.S.R. CHAMPIONSHIP,
MOSCOW, 1961

Black: V. SMYSLOV

Queen's Pawn, Queen's Indian Defence

1. P—QB4 Kt—KB3
2. Kt—QB3 P—K3
3. Kt—B3 P—QKt3

It is questionable whether this is the right moment to fianchetto, for White can occupy the centre at once by 4. P—K4. Still, that is a technical point, and one which Petrosian is not disposed to examine in the present game.

4. P—Q4 B—Kt2
5. P—QR3

Prophylaxis should not be taken for timidity. White's strategy here is essentially ambitious, and if the text move looks passive, then looks deceive. The argument is that the sounder a position the more lasting the initiative arising out of it.

Having stopped B—Kt5, White already threatens expansion by P—Q5.

5.: P—Q4
6. P × P Kt × P

6. P × P gives a firmer hold. The obstruction of the Bishop by the QP does not usually have an adverse effect.

7. P—K3

The situation has a certain similarity to the Semi-Tarrasch Defence. The difference lies in Black's early development of his QB, and this the first player can make use of.

7. B—K2
8. B—Kt5 ch! P—B3

Not, of course, 8. Kt—Q2?; 9. Kt × Kt, P × Kt; 10. Kt—K5, when the temporary weakness on the white squares proves fatal.

9. B—Q3 P—QB4

It would have been wiser to castle first, and probably he would have done had the QBP not been blocking his Bishop. 8. B—Kt5 ch caused an irritation.

10. Kt × Kt

10. 0—0, P × P; 11. P × P is a good alternative. Petrosian likes to keep his pawns in perfect order.

10. Q × Kt

Again capturing with the pawn seems preferable; the text move soon leads to a loss of time.

11. P × P Q × P

Each way of taking back had its disadvantages. 11. P×P increased Black's control in the centre, but left him with an isolated pawn; while 11. B×P cost at least two tempi, e.g. 12. P—QKt4, B—K2; 13. B—Kt2, 0—0; 14. P—K4, etc. It is hard to say which was the best.

12. B—Q2 Kt—B3

After 12. 0—0; 13. R—QB1 he would have to reckon with an invasion of his second rank, e.g. 13. Q—Q3; 14. B—Kt4, Q—Q2; 15. B×B, Q×B; 15. Q—B2, P—Kt3; 17. Q—B7!

13. R—QB1 Q—Q3
14. Q—B2! R—QB1
15. 0—0 P—KR3

A weakening of his K-side formation was not to be avoided if he wished to castle. However, in the light of what happens, it is the KtP and not the RP that should be moved. A better defence, therefore, seems to be 15. B—B3!, followed by P—Kt3, though even in that case White's pressure on the Q and QB files guarantees him excellent prospects.

15. Kt—K4, with its discovery on the white Queen, is drastically refuted by 16. B—Kt5 ch, K—B1 (or 16. K—Q1; 17. Kt×Kt!); 17. Q×R ch, B×Q; 18. R×B ch, etc.

16. KR—Q1 0—0
17. B—B3 Q—Kt1

The only safe place for the Queen. If it tries to bolster the K wing from KR4, it gets into further trouble, as Vuković, the Yugoslav theoretician, has shown with a brilliant line: 17. Q—B4; 18. Q—R4, Q—KR4; 19. P—KKt4, Q—R6; 20. Q—K4, P—B4 (20. P—Kt3; 21. B—B1, Kt—R4; 22. Q—Q4!); 21. Q×P ch, R—B2 (or 21. K—R1; 22. B×P, threatening 23. B×P ch and mates); 22. B—B4, Kt—K4; 23. Q×QR ch!, B×Q; 24. Kt×Kt, and wins.

18. Q—R4!



So far we have observed a contest of subtle positional manoeuvring, with the tactics beneath the surface. Now comes an astonishing transformation, and by means of few deft strokes White turns an apparently modest advantage into an irresistible attack.

18. KR—Q1

Since P—Kt8 will be forced next move, he might have played it at once. Petrosian considered not only 19. Q—KKt4 and 19. P—R4 as possible replies, but also 19. B—K4! After this last it is difficult to find a satisfactory continuation (among the threats are 20. R—Q7 and 20. B×Kt, B×B; 21. Q—Q4).

19. Q—K4 P—Kt3
20. Q—KKt4 P—KR4

There is no choice. If 20. K—R2, then 21. B×P ch!, P×B; 22. Q×P is immediately decisive—22. R—B1; 23. R—Q7, QR—K1 (or 23. R—QB2; 24. Kt—K5!); 24. Kt—Kt5 ch!, P×Kt; 25. Q—R3 ch, K—Kt1; 26. Q—R8 ch, and mates.

21. Q—R3 P—B4

In principle, one should be wary about moving the pawns in front of one's King! But otherwise P—KKt4 would win quickly; for example, 21. R—Q3; 22. P—KKt4, QR—Q1; 23. P×P!, R×B; 24. R×R, R×R; 25. P×P, P×P;

26. Q—R8 ch, K—B2; 27. Kt—K5 ch!

22. B—B4 R × R ch
23. R × R K—B2
24. P—K4!

After this thrust, Black's position collapses like a house of cards.

24. Q—B5
26. R—K1 Q—Kt5

Too late White has a sacrifice ready.

26. P × P!

26. Q × B

26. Q × Q is hopeless on account of 27. B × P ch, K—K1; 28. P × Q, R—Q1; 29. P × P.

27. P × KtP ch K—K1

If 27. K × P, then 28. R × P ch, K—B2; 29. R × Kt!

28. P—Kt7! P—K4

Or 28. K—Q2; 29. R—Q1

Position after 26. P × P!



ch, K—B2; 30. Q—Kt3 ch! The black King cannot escape.

29. Q × P ch K—Q2

30. R—Q1 ch B—Q3

31. B × P Kt—Q5

32. Kt × Kt Resigns

32. B × B; 33. Kt—B8 ch, B—Q8; 34. Kt—K5 ch would be an amusing finish.

46

28th U.S.S.R. CHAMPIONSHIP, MOSCOW, 1961

White: L. POLUGAEVSKY

Queen's Pawn, Nimzovitch Defence

1. P—Q4 Kt—KB3
2. P—QB4 P—K3
3. Kt—QB3 B—Kt5
4. P—K3 0—0
5. B—Q3 P—Q4
6. Kt—B3 P—B4
7. 0—0 QP × P
8. B × P QKt—Q2

The system introduced by Black's last two moves was developed in order to provide an alternative to

the often dreary normality of the lines with the Knight on QB3. As such it has been successful, for although lacking somewhat in vigour, it possesses the compensating quality of flexibility.

9. Q—K2

At least eight different moves have been tried here, varying from the direct 9. P—QR3 to the subtle

9. Kt—K2. That chosen by Polugaevsky has a solid reputation. White prepares to build up pressure in the centre by R—Q1, as he does in related positions in the Queen's Gambit Accepted (cf. Game 51).

9. P—QR3

9. P—QKt3 has occurred more frequently in practice, but it is not clear that it is any better. At once 9. P×P is a third possibility.

10. P—QR3

Some consider that 10. P—QR4 offers greater prospects of retaining the initiative. However, it does leave a permanent weakness at QKt4, and one thinks twice about such things against Petrosian.

10. P×P

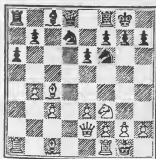
Black may also preserve the tension—and his Bishop—by 10. B—R4.

11. P×B

Again, it is as much a matter of taste as of objective merits whether one prefers 11. P×P.

11. P×Kt

12. P×P



At a casual glance, this position might appear advantageous to White, for not only has he the Bishop pair but he also has plenty of room in which to manoeuvre.

Such an appraisal misses two important points: firstly, that Black's game, perfectly sound as it is, will come to life with the completion of his development; and, secondly, that the backward QBP will require watching and thus act as a brake on aggressive operations.

12. Q—B2

13. B—Kt2

QKt2 is a good square for the Bishop only if there is a reasonable certainty of the QBP being advanced—which is not the case here. He should have played immediately 13. P—K4, as did Geller against Keres (7th match game, Moscow, 1962); that exploits the fact that after 13. Kt—Kt3; 14. B—Q3 it would be dangerous for Black to accept the pawn (i.e. 14. Q×P; 15. B—Kt2!, etc.).

13. P—K4

As well as freeing the way for the Bishop, this contains the threat of 14. P—K5; 15. Kt—Q4, Kt—K4, when White would be severely pressed.

14. P—K4 Kt—Kt3

15. B—Q3

15. B—Kt3 is answered by 15. B—K3!, since the doubled pawns (assuming 16. B×B) would be outweighed by Black's control of his QB5.

15. B—Kt5

The black pieces have really blossomed out in the last four moves. Now the combined effect of the Bishop on KKt5 and the Knight and Queen on the other wing is like that of a pincer movement.

16. R—R5

Polugaevsky is noted for his energetic approach to the problems of the middlegame. Here he plans to use the Rook on the fifth rank in both attacking and defensive roles, thereby killing two birds with one stone. 16. P—R3, B×Kt;

17. Q × B, Kt—B5; 18. Q—K2, QR—B1; 19. QR—B1 was more conservative.

16. Kt—R4!

White had probably not bargained for such an imaginative reply. In the complications that it provokes he has a hard task covering the several vulnerable spots in his camp.

17. P—Kt3

Otherwise Kt—KB5 will inevitably ensure Black excellent chances, e.g.

(i) 17. R—B5, Q—Q3; 18. B—B1, Kt—R5!; 19. R—Q5, Q—KB3; 20. B—Q2, Kt—B5; 21. B × Kt, Kt × P; 22. Q—Q2, B × Kt!; 23. B × KP, Q—Kt3!

and (ii) 17. P—R3, Kt—KB5; 18. Q—K3, Kt × B; 19. Q × KKt, QR—Q1; 20. Q—K2, B × Kt; 21. Q × B, R—Q7; 22. B—B1, R—B7; 23. R—R3, R—Q1, etc.

17. QR—Q1

18. Q—K3 P—B3

19. R—B5 Q—Q2

20. B—K2?

Having held his own admirably so far in a tense and difficult situation, White now slips up. On K2 the Bishop becomes—and this was by no means easy to see—a target of enemy attack; correct, therefore, was 20. B—B2, after which the battle could have continued on equal terms.

20. B—R6!

21. R—R1

And not 21. R—Q1, when Black can sacrifice his Queen without hesitating. After 21. . . . Q × R ch!; 22. B × Q, R × B ch; 23. Kt—K1, KR—Q1; 24. B—B1, B—K3!; 25. P—B3, Kt—QB5 there would be little doubt about the result.

21. Kt—KB5!



That the Knight should occupy KB5 in spite of the KKtP obviously represents a minor triumph in itself. Worse is to come.

22. R(B5)—R5

The retreat begins. If 22. B—KB1, B × B; 23. R × B, then 23. . . . Kt—K3 wins the exchange neatly; whilst after 22. Kt—K1, Kt × B ch; 23. Q × Kt, Q—Q7!; 24. Q × Q, R × Q White is hopelessly lost.

22. Q—Kt5!

23. B—QB1

Black was threatening to bring off a drastic finish with 23. . . . Kt × B ch; 24. Q × Kt, R—Q7!! This could not be countered by 23. R—K1, owing to 23. . . . Kt—Kt7; 24. Q × Kt, Kt × R; 25. B—B4 ch, K—R1; 26. Kt × Kt, Q × P, etc.

23. R—Q3

23. . . . B—Kt7 was both tempting and tricky; for example, 24. R(R5)—R2?, Kt × B ch; 25. K × B, Kt—B5 ch; 26. K—Kt1, Kt—B5! Nevertheless, a way out for White did exist, viz. 24. Q × QKt, B × Kt; 25. B—B4 ch! (not 25. B × B?, R—Q8 ch! and mates). K—R1; 26. B × Kt, P × B (if 26. . . . B × P, then 27. Q—K8!); 27. B—K6!, Q—Kt3; 28. B—B5, etc.

24. R(R5)—R2 KR—Q1

25. Kt—K1

Of course, not 25. R—Q2?, R × R:

26. B × R, Kt × B ch; 27. Q × Kt, R × B, when White finds himself in the trap he had just avoided.

Polugaevsky had spent so long searching for a satisfactory defence that by now he had only a minute left for his next fifteen moves! In the circumstances it is a miracle that he survives to the end of the session.

25. Kt × B ch

26. Q × Kt Q × Q

If 26. . . . R—Q8; 27. P—B3, R × Kt ch; 28. Q × R, Q × BP, White can force off the Queens by 29. R—KB2. Anyway, Black has no need to speculate.

27. R × Q R—Q8

28. P—B3 Kt—B5

Even stronger was 28. . . . R(Q1)—Q6! White would then have had to let the QBP go, for 29. B—Kt2 is refuted by 29. . . . R × R; 30. B × R, R—Q8; 31. B—Kt2, Kt—B5; 32. K—B2, R—Kt8; 33. Kt—Q3, R—B8 mate!

29. K—B2 R(Q1)—Q6

Too late—but a good try against someone in desperate time-trouble.

30. R—B2 R—Q2

31. P—Kt4 P—KKt4

32. R(B2)—R2 P—KR4!

Opening a second avenue of attack must be decisive.

33. P × P B—K3

34. R—K2 R—R2

35. Kt—Kt2

Black also wins the KRP (the one by birth) after 35. Kt—B2, R × P; 36. K—Kt2, B—R6 ch; 37. K—Kt3, R—R8.

35. R × P

36. P—R4

This extreme measure serves to block the Rook's entry for the moment.

36. P × P

37. R—K1 R × R

38. Kt × R R—R2

39. Kt—B2 P—R6

40. B—K3 R—Q2

41. R—K1 K—R2

42. K—K2

The final scramble was so hectic that the fortieth move passed unnoticed, and for this reason I have refrained from detailed comments. With more forceful play, Black must surely have settled the issue before now; on the other hand, the position he has reached is as clearly won as anyone could wish.

42. Kt—Kt7

43. P—KB4

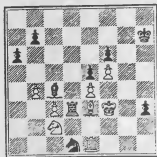
It was necessary to provide a flight square for the King (43. R—KR1, for instance, lost material after 43. . . . B—B5 ch; 44. K—B2, Kt—Q8 ch; 45. K—Kt3, B—Kt6!), but doing so creates a new weakness.

43. Kt—Q8!

Petrosian uses it prettily.

44. P—B5 B—B5 ch

45. K—B3 R—Q6



The Rook celebrates a triumphant return. It is *Zugzwang*, for the pin cannot be broken.

46. R—R1 B—Kt6

47. R × P ch K—Kt1

Resigns

47

YUGOSLAVIA v. U.S.S.R. MATCH,
BELGRADE, 1961

White: M. BERTOK

Sicilian Defence

- | | |
|-----------|--------|
| 1. P—K4 | P—K3 |
| 2. P—Q3 | P—QB4 |
| 3. P—KKt3 | Kt—QB3 |
| 4. B—Kt2 | P—KKt3 |
| 5. Kt—KB3 | B—Kt2 |
| 6. 0—0 | KKt—K2 |
| 7. Kt—B3 | |

Developing the QKt on QB3 gives the formation Sicilian characteristics (Closed Variation), whereas QKt—Q2, as we have seen, places it in the Indian group.

A third move here is 7. R—K1, and for that turn to Game 49.

- | | |
|------------|------|
| 7. | P—Q3 |
| 8. P—QR3 | |

With this White puts in motion a plan for an advance on the Q side which, to my mind, is quite illogical. The whole structure of the position (built around the respective pawns at K4 and QB4) requires that the first player should attack on the K wing and his opponent on the other, and to do anything else is to play into enemy strength. 8. B—K3 followed by Q—Q2 was therefore indicated.

- | | |
|------------|-------|
| 8. | 0—0 |
| 9. B—Q2 | P—Kt3 |
| 10. R—Kt1 | B—Kt2 |

Petrosian has continued to mobilise his men calmly (after the manner adopted against Troianescu—Game 13) and he is now prepared for everything.

- | | |
|------------|-------|
| 11. P—QKt4 | Kt—Q5 |
|------------|-------|

Taking the initiative in the centre, in itself a good omen for Black.

- | | |
|-----------|------|
| 12. Kt—K2 | R—B1 |
| 13. P—B4 | |

With the QBP no longer backward, White is threatening to exchange Knights. But as that is easily countered, preferable seems 13. P—B3.

- | | |
|-------------|-------------|
| 13. | Kt × KKt ch |
| 14. B × Kt | Q—Q2 |
| 15. B—Kt2 | KR—Q1 |

That White's opening strategy has not been a success is clear. The time he has spent in abortive manoeuvring on the left flank has been used by Black to round off his game in readiness for a central breakthrough by P—Q4. The situation is explosive.

- | | |
|-----------|--|
| 16. P—Kt5 | |
|-----------|--|

Played not so much with aggressive intent, but in an effort to lessen the coming impact by shutting off part of the board at least (mainly the QB file). Nevertheless, it is precisely this that gives Black's superiority its permanence: the base of the white pawn chain at QB4 will become a fixed weakness and will always be in need of protection—and nearly thirty moves later it falls!

Despite the danger, White should have maintained the tension and attempted to ride the storm, commencing the task with 16. B—K8. He could have comforted himself with the knowledge that an intangible advantage is the most difficult to exploit in practice and ever liable to dwindle away.

13. P—Q4

17. B—Kt5

Otherwise Black's major pieces make inroads at Q6.

17. P—KR3

17. P—B3 is not so good, because after 18. B—K3, P × BP; 19. P × P, Q—Q6; 20. Q × Q, R × Q there is the resource 21. Kt—B4.

18. B × Kt Q × B

19. KP × P

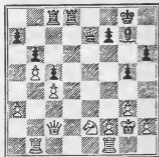
If instead 19. Q—B2, Black replies 19. . . . P × BP, whereafter the pawn at K4 also has to be watched.

19. P × P

20. Q—B2 P × P

21. P × P B × B

22. K × B P—Kt4!



Were White able to plant his Knight on Q5, he might yet overcome his setbacks and emerge with a healthy game. The last move precludes any immediate possibility of it happening, but this is only the beginning. Black now focuses his whole attention on the unfortunate Knight and systematically sets about blotting it out.

23. QR—Q1

He dare not play 23. Kt—B3 on account of 23. . . . B × Kt; 24. Q × B, Q—K5 ch, when Black is in a dominating position. Nor was 23. P—Kt4 (aiming for Kt—Kt3) satisfactory, since 23. . . . Q—Q2;

24. P—R3, Q—Q6 is too strong. Finally, if 23. KR—K1, Q—Kt2 ch; 24. P—B3, R—Q2; 25. QR—Q1, QR—Q1, the Q file remains firmly in Black's hands.

23. Q—K3!

Another fine move. It prevents P—Kt4 and, more generally, increases his influence on the white squares, the one vulnerable feature in his camp.

24. P—R3 P—KR4

25. KR—K1

25. QR—K1 has been suggested as better, but that is, I believe, a superficial judgment. After 25. . . . Q—Kt3!; 26. Q × Q, P × Q White would be very awkwardly placed, as the following lines show: (i) 27. Kt—B1, K—B2; 28. R—K4, R—Q5; 29. KR—K1, R × R; 30. R × R, R—Q1, etc.

and (ii) 27. R—Q1, R—K1; 28. KR—K1, QR—Q1; 29. Kt—B1, K—B2; 30. K—B1, B—B6!

25. R × R

26. R × R R—K1

27. R—Q2 B—R3

Compelling the Knight to retire. From this one can deduce that it would have been more accurate (for White) not to have touched his KRP—a hard thing to foresee, though.

28. Kt—Kt1 Q—K5 ch!

29. Q × Q R × Q

30. R—B2?

A decision to go over to passive defence like this can rarely be justified. Come what may, he had to choose 30. R—Q7. By continuing 30. . . . P—Kt5!; 31. R × RP, B—Q7! Black would then have obtained excellent winning prospects (since to save the QBP the white Rook would have to be incarcerated on QR4), but there would still have been a struggle ahead.

30. P—Kt5

81. P × P P × P
 32. Kt—K2 K—Kt2



Black's winning plan is a simple one: he is going to march his King straight through the middle and force the gain of material; and pinned down as he is, White is powerless to do much about it.

33. P—R4 K—Kt3

34. K—B1

34. P—R5 can be answered by 34. P × P! Equally, 34. P—B3 would precipitate events by leaving White with a sickly KKtP after 34. P × P ch; 35. K × P, R—K6 ch, etc.

34. B—Kt4

35. K—Kt2 K—B4

36. K—B1 R—K3

While the white King marks time, Black makes steady progress. Now the threat of K—K5—Q6 obliges Bertok to abandon his back-to-the-wall tactics.

37. R—R2 K—K5

38. R—R3 B—Q7!

39. K—Kt2 R—KB3

40. P—R5

40. K—B1, R—B6 would have resulted in complete strangulation.

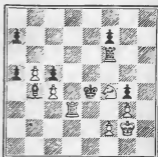
40. P × P

41. Kt—B4 B—Kt5

He could also have won comfortably by 41. B × Kt; 42. P × B, K—Q5.

42. R—Q3

Or 42. R—K3 ch, K—Q5, when White's Q side pawns are lost. The text move invites a more subtle finish.



42. R × Kt!

A splendid consummation of the theme he has pursued so purposefully throughout the course of the middlegame. The QBP and QRP, supported by King and Bishop, will quickly overwhelm the Rook.

43. R—K3 ch K—Q5

44. P × R K × P

45. R—K7 P—B3

46. R × P K × P

47. P—B3

47. K—B1, K—B5; 48. K—K2, K—Kt6; 49. K—Q1, K—Kt7, followed by P—B5 or P—R5, was the alternative.

47. P—Kt6

This move was sealed. In view of the variation 48. K × P, P—R5; 49. K—Kt4, P—R6; 50. K—B5, B—R4; 51. R—Kt7 ch, K—R5; 52. R—Kt1, P—R7, White resigned.

It is an odd coincidence that this and Game 13 should have had both analogous opening systems and endings with a similar disposition of material; and that in each case Black's Bishop and pawns defeated the Rook.

48

ZÜRICH, 1961

Black: L. SCHMID

Queen's Pawn, Modern Benoni Defence

1. P—Q4 P—QB4

Schmid's speciality. The German grandmaster has made a deep study of the Benoni-type formations which this move envisages and, despite the fact that in theory they are mostly rated as inferior, has practised them consistently.

2. P—Q5 P—Q3

3. P—QB4

The thematic treatment of Black's system consists in advancing the KP and keeping QB4 free of a minor piece. Both Smyslov and Botvinnik have inflicted severe defeats on Schmid with this method (in Olympiads at Amsterdam, 1954, and Leipzig, 1960, respectively), whilst Spassky added another recently at Varna, 1962.

In the last case the continuation was 3. P—K4, P—KKt3; 4. Kt—KB3, B—Kt2; 5. B—K2, Kt—KB3; 6. Kt—B3, Kt—R3; 7. 0—0, Kt—B2; 8. R—K1, 0—0; 9. P—QR4, P—QR3; 10. B—KKt5, P—R3; 11. B—KB4, B—Q2; 12. Q—Q2, P—QKt4; 13. P—K5!, and White broke through in the centre.

It is typical of Petrosian not to seek a direct refutation but to transpose into a line more familiar to himself.

3. P—KKt3

4. Kt—QB3 B—Kt2

5. P—K4 Kt—KB3

6. B—K2 0—0

7. Kt—B3

The double-edged Four Pawns' Attack, reached by P—B4, is not in White's style.

7. P—K3

8. 0—0 P × P

9. BP × P

9. KP × P gives a balanced and rather innocuous position. The text move steers the game away from the true King's Indian into what is now called the Modern Benoni (normally approached via 1. P—Q4, Kt—KB3; 2. P—QB4, P—B4; 3. P—Q5, P—K3; 4. Kt—QB3, P × P; 5. P × P). This defence became fashionable as a result of Tal's successes with it in the early days of his career, but gradually, as the ways of meeting it were improved, its popularity waned.

9. R—K1

10. Kt—Q2 Kt—R3

The answer B × Kt is not generally to be feared, even though White thereby secures the QB4 square; the two Bishops plus the open QKt file afford adequate counterchances. 10. . . . P—QR3 is the alternative means of preparing P—QKt4.

11. P—B3!



White's long-term strategy is to expand his central majority by

P—B4, P—K5, etc. However, before this can be put into operation he must complete his development. Accordingly, he 'over-protects' his KP and so releases his pieces from the duty of guarding it.

11. Kt—B2?

The most natural moves are not always the most accurate. 11. . . . Kt—Q2! should have been played first in order to be able to neutralise the impending Kt—B4 by . . . Kt—K4! As it is, White tightens his hold noticeably.

12. P—QR4 P—Kt3

If now 12. . . . Kt—Q2, then 13. Kt—Kt5! is strong (the same idea occurred in Games 23 and 86). While 12. . . . P—QR3 allows White permanently to restrain the Q side by 18. P—R5.

13. Kt—B4 B—QR8

14. B—Kt5 B×Kt

Black decides that the enemy Knight cannot be permitted to dominate the field for long. The weakness on the white squares is a lesser evil.

15. B×B P—QR8

16. K—R1

Should the game be opened up, the King will be safer tucked away in the corner.

16. R—Kt1

He might have tried 16. . . . Q—Q2; 17. Q—Q3, KR—Kt1, but in that event the Rook's absence from the K. file would facilitate White's breakthrough.

17. Q—K2!

Few masters would have placed their Queen opposite a Rook like this. Nevertheless, it is soon evident that Petrosian has judged the situation to a nicety and that the advantages of having the Queen on K2 outweigh any disadvantage.

17. Q—B1

18. B—B4 B—B1

19. QR—Kt1! Kt—R4

If 19. . . . P—QKt4; 20. P×P, P×P; 21. Kt×P, Kt(B2)×P, then 22. B×P wins a pawn.

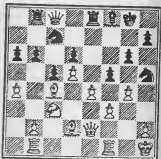
20. B—Q2

The subtle manner in which White has deployed his force is worth studying. He is ready for action both on the K wing and the Queen's (P—QKt4, etc.), but—and this is the secret—he has avoided committing himself to a set plan.

Schmid's manoeuvres, on the other hand, have been somewhat disjointed, and consequently his position lacks harmony; his pieces are not working together properly. In such circumstances one should regroup as quickly as possible—20. . . . Kt—B3 suggests itself—and on no account attempt to 'fight' back. The remainder of the game illustrates why.

20. P—B4?

21. P—KKt4!



When P—KKt4 is good, it is usually very, very good. Now Black finds that for want of caution he has exposed himself to a vicious attack.

21. Kt—B3

After 21. . . . P×KtP; 22. P×P, Kt—Kt2; 23. R—B2 Black would be helpless; his Knights would have no scope at all.

22. KtP×P P×P

23. R—Kt1 ch K—R1

24. R—Kt3 R—K2

The diversionary 24. P—

Kt4 also failed, e.g. 25. P × KtP,
P × KtP; 26. Kt × P, Kt(B2) × P;
27. B × Kt, Kt × B; 28. QR—Kt1,
Kt—B3; 29. B—B3!, etc.

25. QR—Kt1 R—KKt2

Not 25. B—Kt2; 26. P—K5!,
R × P; 27. Q—Kt2, and wins.

26. P—K5

Positionally decisive.

26. P × P

27. Q × P Kt(B2)—K1

28. R × R B × R

29. R × B!

And this is the tactical knock-out.
The white Queen aided by the two
Bishops weaves a mating net.

29. K × R

30. Q—K7 ch K—Kt3

Or 30. K—R1; 31. P—Q6,
Kt—Kt1; 32. B × Kt, K × B; 33. B
—R6 and mates.

31. P—Q6! Resigns

For if 31. Q—Kt2, then
32. Q—K3! and the King cannot
escape. An elegant finish.

49

BLED, 1961

Black: L. PACHMAN

King's Indian Attack

1. Kt—KB3 P—QB4

2. P—KKt3 Kt—QB3

3. B—Kt2 P—KKt3

4. 0—0 B—Kt2

5. P—Q3 P—K3

6. P—K4 KKt—K2

7. R—K1 0—0

Simpler is 7. P—Q3, though
at this stage Black could have had
no inkling of the trouble he was
destined for. He probably castled
automatically.

8. P—K5

An interesting idea, whereby
White hopes to profit from the
temporary weakness on the black
squares in his opponent's camp
(firstly his Q3). 8. QKt—Q2 would
transpose into normal channels.

8. P—Q3

Correctly played. This must
come sooner or later, and to put it
off in favour of P—Kt3 or
Q—B2 would allow White more
time to prepare for it.

9. P × P Q × P

9. Kt—B4 also comes into
consideration.

10. QKt—Q2 Q—B2

Both 10. P—Kt3 and
10. Q—Q1 were preferable, for
at QB2 the Queen is still exposed to
attack.

11. Kt—Kt3! Kt—Q5?

Black is definitely on the down-
hill path now. It appears from his
play hereabouts that Pachman was
either suffering from delayed shock
as a result of White's sudden thrust

*Position After 11. Kt—Kt3!
Kt—Q5?*



in the centre or was quite unconscious of the dangers latent in the position. That a grandmaster of his experience and erudition should make such a poor showing is certainly hard to explain.

Fianchettoing the QB was, as before, the right procedure. After 11. P—Kt3; 12. B—B4, Q—Q1; 13. Kt—K5, B—Kt2; 14. Kt—B4 White would have the pressure, but the black force would be well deployed to counter it.

12. B—B4 Q—Kt3

In the event of 12. Kt × Kt ch; 13. Q × Kt, P—K4 (or 13. Q—Kt3; 14. P—B3 and B—K3!); 14. B—Q2! it would be the white squares that let him down; for example, 14. Kt—B4 (14. P—B5; 15. B—R5!); 15. Q—Q5!, Kt—Q5; 16. B—R5, winning a pawn.

13. Kt—K5 Kt × Kt?

This second error is enough to lose the game. The problem was to find a way to hold the QBP. 13. Kt—Q4 just failed: 14. Kt—B4, Q—B3 (not 14. Q—Kt4; 15. P—QR4, Q—Kt5?; 16. B—Q2!); 15. Kt(Kt3)—R5, Q—Q2; 16. B—Q6, R—Q1; 17. B × P, P—Kt3; 18. B × Kt, B × B; 19. Kt—Kt8, etc.

There was a solution, however; it lay in eliminating the other Knight

by 13. B × Kt and following it up with 14. P—B3, when, although the advantage would clearly be White's, at least it would not be measurable in concrete terms. It is highly likely that, being so anti-positional, this did not receive more than a passing glance!

14. Kt—B4!

And now Black's chance has gone.

14. Q—Kt4

In a sense, everything is wrong here. If 14. Q—Q1; 15. RP × Kt, Kt—B4, for instance, then 16. Q—Q2, threatening both R—R5 and P—KKt4, leads to the gain of a pawn.

15. RP × Kt P—QR4

16. R—R5 must be prevented.

16. B—Q6 B—B3

Relatively best was 16. R—K1; 17. B—B7!, R—B1. It could only have postponed the inevitable.

17. Q—B8! K—Kt2

18. R—K4

Petrosian afterwards called this a 'useless' move and gave it a question mark. It is true there is a better one!

18. R—Q1?

Ignorance is bliss. He would have been very unhappy with 18. R—KKt1 or 18. P—Kt4, though the 'struggle' would undoubtedly have been prolonged.



19. Q × B ch!

As fine a stroke as this is, how much finer it would have been if it had occurred on the previous move! It was perfectly sound then, as you may like to check for yourselves.

19. K x Q

20. B—K5 ch K—Kt4

21. B—Kt7!

The charming point of the combination. There is no defence against 22. P—R4 ch, followed by B—R3 or B—B3 mate; so Black resigned.

50

BLED, 1961

White: F. OLAFSSON

French Defence

1. P—K4 P—K3
2. P—Q4 P—Q4
3. Kt—QB3 B—Kt5
4. P—K5 Q—Q2

This is the alternative way of introducing the system he adopted against Chistiakov.

5. Q—Kt4

Again White is tempted into making the famous Queen sortie; and here it would seem even less justified, in that it adds point to Black's play.

5. P—KB4

6. Q—Kt3

If 6. P x P e.p., Kt x P and 7. . . . 0—0, Black has a useful lead in development in an open position.

6. P—QKt3

7. P—KR4

To restrain the enemy K-side pawns and secure KB4 as a post for a Knight.

7. B—Kt2

8. B—Q3

White's best plan, I think, consists in castling long as quickly as possible, e.g. 8. B—Q2, Kt—QB3;

9. Kt—B3, 0—0—0; 10. 0—0—0 to be followed by Kt—K2 and then Kt—B4.

8. Kt—QB3

9. Kt—K2 0—0—0

10. B—Q2 Kt—R3

Relying on the fact that White will be unlikely to part with a Bishop and present him with an open line for his Rooks merely to double his pawns.

11. P—R3

At this stage Olafsson begins to show definite signs of going astray. In contrast to his opponent's simple strategy, he finds it difficult to decide which course to take, and as a result his game gradually deteriorates.

11. 0—0—0 was more straightforward.

11. B—K2!

12. B—QKt5

After 12. Q x P, Kt—KKt5 the white Queen would be in altogether too perilous a position. The text move, however, does threaten the pawn; for example, 12. . . . P—R3;

13. B × Kt, B × B; 14. Q × P, Kt—Kt5; 15. B—Kt5, and the Queen escapes unharmed.

12. QR—Kt1

13. Q—Q8 Kt—B2

14. 0—0—0

14. Kt—B4 would actually have been better now, since the possibility of QKt × P would have required watching by Black—temporarily, at least.

14. K—Kt1!



Petrosian here reveals his profound understanding of positional play. Instead of getting on with an advance on the K side, as many players would have done, he devotes his attention to the other wing—because on that part of the board there is still room for improvement as regards the placing of his pieces (for instance, unpinning the Queen). Thus he makes doubly sure of the initiative.

15. Kt—B4 Q—B1!

16. QKt—K2 QKt—Q1

17. Q—QKt3?

Losing a pawn by force. He could have held on for the moment by 17. P—QB3, P—B4; 18. K—Kt1, but his chances of withstanding the pressure on both flanks would not have been very good in the long run.

17. P—B3!

18. B—Q3 P—B4

19. P × P B × BP

20. Kt—R3

Had P—B3 been omitted, 20. Kt—Q3 would have been available.

20. Kt × P

21. B—KB4 Kt—B2

He is not afraid of the pin; both 22. Kt—Kt5 and 22. Q—B3 are adequately answered by 22. . . . B—Q3.

22. B—QKt5

The unhappy Bishop's fourth move. White's one hope is to obtain some quick counterplay in the centre before the black pawns take over.

22. K—R1

23. Kt—Q4 Kt—Kt3

24. Q—R4

A desperate bid to complicate the issue.

24. B × Kt

25. B—Q7 Q—B1

26. R × B

26. B × P left more scope for error. Nevertheless, after 26. . . . B—K4! Black should emerge safely with the extra piece, e.g.

(i) 27. B × QP, B × B; 28. R × B, Q—Kt1!; 29. Q—B6 ch (or 29. R—Q7, B × B ch; 30. K—Kt1, R—QB1, etc.), Q—Kt2; 30. Q × Q ch, K × Q; 31. R—Q7 ch, K—B3; 32. R × Kt, B × B ch;

and (ii) 27. R × P, B × B ch; 28. Kt × B, Kt × Kt; 29. Q × Kt, Q—K2!

26. P—K4!



In spite of the congestion in his left-hand corner, Black nonchalantly seizes everything that is offered.

27. R—Kt4

If 27. R x P, then 27.
Kt x B!; whilst 27. B—B6 is met by
27. Q—B^r.

27. P x B
28. R x KtP Kt(B2)—K4
29. R x B
White's last defiant gesture.

29. K x R
30. P—R5 Q—Q3
31. P x Kt Q x B
32. Q x P Kt x P
Resigns

APPROACH TO THE SUMMIT, 1962

FISCHER'S PERFORMANCE at Bled (an unbeaten second to Tal) had foreshadowed a serious challenge to Soviet supremacy. But nobody expected him to make it good to the extent he did. He won the Interzonal, held at Stockholm in the spring of 1962, by a margin of $2\frac{1}{2}$ points, again without losing a game! What had happened to Petrosian? It was obvious that he did not try to win the tournament; he concentrated only on qualifying. Thus he drew every game with Black, while with White he won eight and conceded three draws.

The two examples of his play that I have selected are as different as they could be. Deep opening analysis leads to an incisive victory in Game 51; in the following one it is depth of strategy that is the keynote, with White showing off the advantages of two Knights over two Bishops.

And so we come to Curaçao, to the 5th Candidates' Tournament, one of the most controversial events of modern times. Petrosian decided beforehand that his old, trusty, safety-first tactics were ideally suited to the conditions (twenty-eight rounds at the height of summer), and he pursued them consistently from beginning to end. They proved successful, but whether they would have done if Tal had been in better health or Fischer had got off to a better start we will never know.

Petrosian began by beating Tal (Game 53) for the first time in his career. The ex-World Champion's misguided attempts to grab the initiative illustrate the worst aspects of his style. Then there followed six consecutive draws, another win against Tal, and four more draws. By that time Fischer had almost regained the ground lost in the opening rounds, and his clash with Petrosian in the thirteenth assumed immense importance. By using an old-fashioned variation of the French, Petrosian caught Fischer off his guard and went on to win fairly and squarely (Game 54). This was perhaps the main turning-point in the event, for any other result would have kept the American Champion well in contention.

As for his rival compatriots, Korehnoi collapsed suddenly and lost four games in a row, Geller was pushed back by Fischer in the twenty-third round, and, finally, Keres suffered a tragic defeat at Benkő's

hands in his penultimate game. Petrosian defended his unbeaten record till the end and emerged the winner by a $\frac{1}{2}$ point. When all the statistics were analysed afterwards, it was discovered that Petrosian had made the fewest moves, spent the least time on his clock, and, of course, scored the most points. That he was able to keep up his reserves of strength and vigour until late in the contest is shown by the tigerish attack in Game 55.

Petrosian's only appearance as challenger was at the Olympiad, set on the Bulgarian shores of the Black Sea. Promoted now to Board 2, he provided his Captain with nearly as many wins as when he had been 2nd Reserve. Game 56 bears the unmistakable stamp of his resourcefulness and originality. Seeing him in action or just walking to the tournament hall with his wife, one could not help thinking—without disrespect to Botvinnik—that the inexorable passage of time would soon make him World Champion.



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INTERZONAL TOURNAMENT,
STOCKHOLM, 1962

Black: M. BERTOK

Queen's Gambit Accepted

1. P—Q4 P—Q4
2. P—QB4 P × P

In present-day tournament chess the dynamic Indian systems have made the classical close defences to the Queen's Gambit almost redundant. The reason is that they offer the second player a share of the initiative instead of requiring him to defend solidly for many moves—sometimes until well into the middle-game—just to establish equality.

Accepting the gambit affords a third possibility. The aim is to simplify the situation and in that way reduce White's aggressive potential to a minimum. The temporary surrender of the centre

that it involves calls for extra precision in the early stages.

3. Kt—KB3 Kt—KB3
4. Kt—B3

According to most textbooks, this is inferior to both the usual 4. P—K3 and 4. Q—R4 ch, which regains the pawn directly. However, that seems a harsh criticism of a move that does no more harm than to allow Black a larger choice in reply.

4. P—QR3
4. . . . P—B3 transposes into a main line of the Slav Defence.

5. P—K3

After 5. P—QR4, Kt—B3!; 6. P—K3, P—K3; 7. B × P, B—Q3 Black obtains a comfortable version of the Ragozin System (P—QR4 has been wasted).

5. P—K3

5. P—QKt4; 6. P—QR4, P—Kt5; 7. Kt—R2 leads to another form of the Slav. Bertok prefers to keep to his original intention.

6. B × P P—B4

White's central superiority must not remain unchallenged for long.

7. 0—0 P—QKt4

8. B—Kt3

In so far as Black will not play P—B5 (because it would leave the QP firm), the Bishop is more active on Kt3 than Q3.

8. B—Kt2

9. Q—K2 QKt—Q2

10. R—Q1

Thus we have arrived at a basic position, the starting-point of theoretical and practical arguments concerning the proper assessment of the opening.

10. B—Q3

The old continuation here was 10. B—K2 followed by Q—B2 or Q—Kt3. The text move, part of a different manoeuvre, was employed by Smyslov—against Petrosian—in the 1959 Candidates' Tournament, and Black came out on top after 11. P—K4, P × P; 12. Kt × QP, Q—Kt1!; 13. Kt—B3 (13. P—Kt3 was sounder), P—Kt5; 14. Kt—Q5!?, P × Kt; 15. P—K5, Kt × P; 16. Kt × Kt, 0—0!

Since then White's play has been strengthened (namely, the present game) and this in turn has resulted in a new finesse for the defending side—10. Q—Kt1! Both Geller-Korchnoi, 5th Candidates' Tournament, Curaçao, 1962, and Donner-Portisch, 15th Olympiad, Varna, 1962, then went on with

11. P—Q5, which changes the character of the struggle.

11. P—K4 P × P

12. R × P!

Now 12. Q—Kt1 fails against 13. R × B!, Q × R; 14. P—K5, B × Kt; 15. Q × B, Q × P; 16. B—KB4!

12. B—B4

Were the Bishop still on KB1, a tempo would have been saved.

13. R—Q3! Kt—Kt5

While this is a natural and energetic response to the threat of P—K5, nevertheless it may not be as good as 13. Q—Kt1. On the other hand, 13. P—Kt5 would be very weak, e.g. 14. B—R4!, P × Kt; 15. B—KKt5!, with an overwhelming game.

14. B—Kt5! Q—Kt3

Not 14. B × P ch; 15. K—B1, Q—Kt3; 16. P—KR3, and White wins.

15. Kt—Q5!



The culmination of the Soviet analysis with which Petrosian was armed. 15. P × Kt is too dangerous in view of 16. P × P ch, K—B1; 17. P—Q6!, R—K1 (or 17. B × P; 18. QR—Q1, recovering the piece with advantage); 18. B—K7 ch, K—Kt1; 19. B × P ch!, K × B; 20. Kt—Kt5 ch, etc.

But 15. . . . B x Kt is playable; in fact, it had occurred in a game between Koblentz and Klován in the 1961 Latvian Championship, and the outcome had been a draw. Subsequent investigation showed that after 16. P x B, Kt x BP White could create fine attacking chances by 17. P x P!, Kt x R ch; 18. K—B1, P x P; 19. Q x Kt; although the exchange ahead, Black would experience great difficulty completing his development.

The Yugoslav master, being 'on his own', decided not to question the validity of his opponent's idea, but to take a quiet course. It amounts to submission.

15. Q—R4

16. R—KB1

Black's sole threat is eliminated, and he is left with an awkward problem as regards his King. Castling is not practicable, on account of 17. Kt—K7 ch, B x Kt; 18. B x B, KKt—K4; 19. Kt x Kt, Kt x Kt; 20. B x R, Kt x R; 21. B x KtP!, winning a pawn.

16. R—QB1

17. Kt—B4

The Knight begins a new raid; 18. Kt x P has to be averted.

17. KKt—K4

18. Kt x Kt Kt x Kt

19. R—R3

From KR3 the Rook effectively discourages . . . 0—0.

19. Kt—B5

20. R—Q1 Q—Kt3

21. Kt—R5

This would also have been very strong, had Black castled.

21. R—KKt1

Bertok finally resigns himself to having his King stranded in the middle. 21. . . . 0—0 was summarily refuted by 22. Kt—B6 ch, P x Kt; 23. B x P, KR—Q1; 24. R x P! and mates.

22. R(R3)—Q3



Having achieved a decisive strategic plus, Petrosian—typically—makes no attempt to force the issue. He could have struck at once with 22. B—B6!, for if 22. . . . P x B, then 23. Kt x P ch, K—K2; 24. R—Q7 ch!, K x Kt; 25. Q—B8 ch, K—K4; 26. R—R5 ch.

It was not this variation, of course, which escaped him—it is straightforward. But he did not see at the time a clear consummation of the attack after 22. . . . K—B1. A 'post mortem' later revealed the following: 23. B x P ch, R x B; 24. Kt x R, K x Kt; 25. B x Kt, P x B; 26. Q—Kt4 ch, K—B1 (26. . . . K—R1; 27. Q—R4!); 27. R x P, B—Q5; 28. P—K5!, B x KP; 29. R—Q7, and Black is defenceless.

22. Kt—Q3

23. P—K5 Kt—K5

24. B—K3!

He quite rightly refrains from 24. R—Q8 ch, since in that case Black would be freed of most of his troubles at not too high a price in material.

24. B x B

25. R x B Q—B3

26. Q—Kt4 K—K2

27. R(Q1)—K1!

27. R x Kt, Q x R; 28. Q—Kt5 ch was tempting, but not conclusive, e.g. 28. . . . K—K1 and now:

(i) 29. Kt—B6 ch, P x Kt;

30. Q × R ch, K—K2; 31. R—Q7 ch!, K × R; 32. Q × P ch, K—Q1!; 33. Q—B8 ch, K—Q2; 34. Q—Q6 ch, K—K1; 35. Q × P ch, K—Q1; 36. Q × P ch, K—Q2, when White must be satisfied with a draw by perpetual check;

and (ii) 29. Kt × P ch, R × Kt (not 29. K—B1?; 30. Kt × P ch!, P × Kt; 31. Q—B6 ch, etc.); 30. Q × R, Q—Kt3! and Black has fair hopes of holding the ending.

27. P—B4

Something had to yield. If the Knight had retired to QB4, 28. Q—Kt5 ch, K—B1; 29. B—B2! would have provoked weakening pawn advances.

28. P × P e.p. ch P × P

29. Q—R3

White's KKt2 is far less vulnerable than his adversary's K3.

29. P—B4

He could have put up more resistance by 29. Kt—Kt4; Petrosian was ready with 30. R × P ch, K—B1!; 31. R × P ch, Q × R; 32. Q × R ch!, B × Q; 33. Kt × Q, Kt—B6 ch; 34. K—B1, Kt × R; 35. Kt × R, with a won endgame.

30. P—B3 Kt—Kt4

31. Q × P QR—B1

32. R × P ch

The finishing blow—just in good time.

32. Kt × R

33. R × Kt ch K—Q1

34. Q—Q3 ch Resigns

For if 34. Q—Q2, then 35. R—Q6.

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INTERZONAL TOURNAMENT, STOCKHOLM, 1962

Black: S. SCHWEBER

Queen's Pawn, King's Indian Defence

1. P—Q4 Kt—KB3

2. P—QB4 P—KKt3

3. Kt—QB3 B—Kt2

4. P—K4 P—Q3

5. B—K2

By developing his KB before the Knight, White keeps his adversary guessing for another move.

5. 0—0

6. B—Kt5

The system that this introduces suddenly came into prominence in the mid-fifties and soon earned for itself a fine reputation. Its chief

exponent was the Soviet grandmaster, Averbakh, and consequently the theoreticians refer to it by his name.

White's intentions are both aggressive and subtle. He wishes to launch an attack on the enemy King much as in the Sämisch Variation (i.e. by B—KR6 and P—KR4, etc.) but at the same time he refrains from committing himself to a set formation. He can adapt his plans according to Black's reaction.

6. P—KR3?

In the variation's very earliest days it was decided that driving the Bishop away immediately was simply playing into White's hands. The South American master was therefore revealing either ignorance or foolhardiness, both poor partners against Petrosian.

The correct defence, by common consent, is 6. . . . P-B4, seeking active counterplay in the centre and on the Q wing.

7. B-K3 P-K4

It is possible that . . . P-B4 is still the better choice; nevertheless, it could not repair the damage to his King position.

8. P-Q5 P-B3

The game Gligorić-Porreca, Belgrade, 1954, continued 8. . . . K-R2; 9. P-KR4, P-B3; 10. P-KKt4, P x P; 11. BP x P, Q-R4; 12. B-B3!, by which time the Italian was so desperate that he sacrificed a piece—unsoundly—by 12. . . . B x P.

9. P-KR4 P x P

10. BP x P QKt-Q2

If 10. . . . P-KR4, then 11. P-B3, and White can carry out the breakthrough by P-KKt4 at his leisure.

11. P-R5 P-KKt4

Forced; he would quickly succumb to a direct assault if he allowed the KR file to be opened. The text move also has its drawbacks!

12. P-B3 P-R3

13. P-KKt4!

'Well, that's that,' I can imagine Petrosian saying to himself at this juncture. As far as he is concerned—and I am sure I am right in this—the above position is just as conclusive as a winning attack would be.

The chain of white pawns from KR5 to Q5 (a veritable 'V for Victory') holds the enemy force in

Position after 13. P-KKt4!



complete subjugation. Black has no scope for his pieces and is doomed to wait while his opponent works out a suitable plan of campaign. This can be divided into three parts: (a) mobilising the remainder of his men; (b) occupying or threatening to occupy the hole at KB5 (it should be observed that a black Knight cannot hope to reach the corresponding point); and (c) preparing a decisive invasion on the Q side. Naturally, modifications may have to be made.

13. P-Kt4

More patient would have been 13. . . . P-Kt3, to be followed by . . . B-Kt2, . . . Q-B2, and . . . KR-B1. We now see a similar sequence to that which occurred in Game 42 (after Black's eleventh move).

14. P-R4 P-Kt5

15. Kt-Kt1 P-R4

16. Kt-Q2 Kt-B4

16. . . . B-R3; 17. B x B, R x B; 18. Kt-B4, etc., was also very good for White.

17. B x Kt!

Schweber may not have expected White to be so willing to give up this Bishop, especially as it means the partial closing of the QB file. However, the new-born QBP will be a weakling its whole life.

17. P × B
 18. B—Kt5 B—Kt2

Preferable was 18. . . . B—Q2;
 19. B × B, Kt × B, since the Knight
 would then be able to support the
 QBP.

19. Kt—K2 Kt—K1
 20. B × Kt!

Here it may fairly be said that
 Black has the 'disadvantage of the
 two Bishops'. They are both bad,
 one being blocked by its own
 pawns, the other by White's.

20. R × B
 21. Kt—QB4 B—R3
 22. Q—Kt3 Q—B3

KB3 is a poor square for the
 Queen, as the attack on the KBP is
 easily parried. At once 22. . . .
 B—KB1 was better.

23. R—QB1 B—KB1
 24. Kt—Kt3 B—B1

An admission of failure. But if
 24. . . . Q—B5; 25. K—B2, B × Kt;
 26. R × B, the Queen would be
 compelled to retreat again.

Superficially, it might seem that
 Black could set up an impregnable
 defensive position by 24. . . .
 B × Kt; 25. R × B, B—Q3. That is
 not so. White's formula for suc-
 cess would consist in the following
 steps: (a) placing his Knight on
 KB5 and his King on K2; (b)
 doubling Rooks on the QB file; (c)
 playing Q—Q3 and P—Kt3; and
 finally (d) retiring the Rook from
 QB4 to QB2.

There would then be no answer to
 the combined threats of Q—R6,
 Q—Kt5, Kt × B, and (if the Bishop
 moved) P—Q6. This is a typical
 example of what might be termed a
 'positional squeeze'.

25. 0—0

Petrosian is a specialist at late
 castling, as you may already have
 noticed.

25. R—Q1

26. K—Kt2 R—R2
 27. R—KB2 K—R2
 28. KR—B2 Q—R3?

Was this an oversight or did
 Black hope that the loss of the KP
 would at least give his KB a new
 lease of life? Whatever it was, the
 result is fatal.

By now 28. . . . B—R3 (29.
 Kt × RP, B—Kt4!) and B × Kt
 was the only method of prolonging
 his resistance.

29. Kt × KP R—B2
 30. Kt—B4 B—KKt2
 31. Q—Q3 K—Kt1
 32. R—Q2 R—K2

32. . . . R—K1 would have
 received the same treatment.

33. P—K5!



White selects the most straight-
 forward way of realising his advan-
 tage. He returns the KP in order
 to promote a series of exchanges and
 the reduction to an elementary
 ending.

33. B × KP
 34. Kt × B R × Kt
 35. Q × Q B × Q
 36. R × P B—B1

Or 36. . . . B—Kt2; 37. Kt—B5,
 K—R2; 38. R × P, R(Q1) × P (not
 38. . . . B × P; 39. R—Q4!);
 39. QR × R, R × R; 40. R × R, B × R;
 41. P—R5, etc.

37. R × P P—B4

38. P × P B × P
 39. Kt × B R × Kt
 40. R—Kt5! R(Q1)—KB1
 41. P—Q6 R × R
 41. R × P?; 42. P—Q7 would
 cost Black a Rook.

42. P × R K—B2
 43. P—Q7 Resigns
 If 43. R—Q1: 44. P—Kt6,
 K—K2; 45. P—Kt7, P—Kt6;
 46. K—Kt3, then Zugzwang.

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5th CANDIDATES' TOURNAMENT, CURAÇAO, 1962

Black: M. TAL

Réti Opening

1. P—QB4 Kt—KB3
 2. P—KKt3 P—B3

Setting up a wall of pawns against White's fianchettoed KB represents one of the soundest methods of defence. Perhaps it is a little too solid for Tal's dynamic style!

3. Kt—KB3 P—Q4
 4. P—Kt3

The double fianchetto was a great favourite with Réti and is the chief feature which distinguishes his opening from the English.

4. B—B4

Alekhine commended this move in *The Book of the New York International Chess Tournament 1924*, the event in which Réti made such an impact with his 'hypermodern' system. It combines the strengthening of the pawn centre with the development of the QB, and in effect is a copy of a formation which had been known to be sound for the first player since London, 1922.

5. B—QR3

Taking the game out of routine channels. White's idea is to render the programmed 5. P—K3

unattractive for his opponent and so induce him to change course.

5. P—KKt3
 6. P—Q3 B—Kt2
 7. QKt—Q2 Q—Kt3?

Coupled with the following Knight move, this is typical of one of Tal's less happy escapades. A natural and sensible plan was 7. 0—0, 8. R—K1, and 9. P—K4.

8. B—KKt2 Kt—Kt5
 9. P—Q4! Kt—QR3

Acceptance of the pawn sacrifice by 9. B × P; 10. Kt × B, Q × Kt; 11. 0—0, P × P; 12. P × P, etc., was dangerous for Black, since it left him underdeveloped and with a weakened K side. On the other hand, declining it is an admission of failure.

10. 0—0 Kt—Kt5
 11. B—Kt2!

The opening phase of the campaign has gone unreservedly to Petrosian. Now Black cannot continue 11. Kt—B7; 12. R—B1, Kt × QP, because 13. P—B5 wins a

piece. Both his Knight sorties have been a waste of time.

11. 0-0

11. P-QR4, restraining White's pawns, was slightly better.

12. P-QR3 Kt-QR3

13. R-B1 QR-Q1

14. P-Kt4 Kt-Kt1

15. Q-Kt3 Kt-B3



At last Black has got his Knights back on a tight rein. But their wanderings have cost him as much as six tempi, and it is fortunate for him that the position is a closed one and that White too has lost some time. As it is, the latter can at once commence a strong offensive on the Q wing.

16. P-QR4 Kt-K5

17. KR-Q1 Kt-Q2

18. P x P P x P

19. P-R5

Not 19. Q x P, Kt x Kt: 20. R x Kt, Q x KtP, when Black is freed of all his troubles.

19. Q-Q3

20. P-Kt5 Kt x Kt

21. R x Kt R-B1

22. Kt-R4!

Just as Black seems to be nearing equality, he is confronted with a new problem. The point is that the obvious reply 22. B-K3 gives up too much ground after 23. R(Q2)-B2, with B-QR3 to come.

22. R x R ch

23. B x R Q-B2

After 23. R-B1; 24. B-QR3, Q-B2; 25. Kt x B, P x Kt; 26. B x KP his pawn structure would be wrecked.

24. Kt x B! P x Kt

If 24. Q x B ch; 25. R-Q1, Black finishes a pawn to the bad, e.g. 25. Q-Kt4; 26. Kt x B, K x Kt; 27. Q x P.

25. B-QR3 Q x RP

Apart from being repugnant to Tal in itself, passive defence by 25. Kt-B3; 26. P-Kt6, P x P; 27. P x P, Q-Q2; 28. R-B2 resulted in an inferior game and nothing to show for it.

26. Q-Kt4! Q-Kt3

Similarly, either the QP or the KP falls if the Queens are exchanged.

27. B x P ..

27. Q x P, Q x KtP; 28. Q-Kt5 led to complications which held plenty of promise for White, considering the holes in the enemy King position. However, as his next few moves confirm, Petrosian is intent on securing the gains he has made rather than pressing to increase them.

27. P-K8

28. B-B8 R-B1

29. Q-R4 R-B2

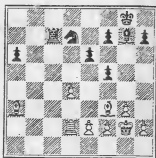
30. K-Kt2 P-QR3

The less committal 30. B-B1 would have offered the most stubborn resistance. The clearing of lines on the Q side gives White more to work on.

31. P x P Q x RP

Disastrous would have been 31. P x P; 32. R-Kt2!, Q x P? (or 32. Q-R2; 33. B-Q6!); 33. R-Kt8 ch!!

32. Q x Q P x Q



This ending is very much in White's favour owing to his superior pawn configuration (one island versus three). In such positions an outside passed pawn is not the equal of a well-protected central pawn; it merely constitutes a liability to its owner.

33. P—K3 P—QR4?

If anything bears out the above remarks, it is the text move. Advancing the pawn isolates it from its defenders, and within five moves it is captured. Again, 33. B—B1 was correct, leaving active operations to White.

34. R—R2! R—R2

Or 34. P—R5; 35. B—Q6, R—B5; 36. B—K2, R—B3; 37. B—K7, Kt—Kt3; 38. B—QKt5, R—B2 39. B—B5!

35. B—QKt4 P—R5

36. B—B6 B—B1

37. B × B K × B

38. R × P R—B2

It is impossible to say with certainty whether exchanging Rooks gave more drawing chances. To rely on the Knight's versatility must have been tempting.

39. B × Kt

Black's expectation of counter-play would be greatest if both his pieces remained on the board.

39. R × B

40. K—B8 K—Kt2

41. K—B4 K—B3

42. P—R3

The game was adjourned here and this was the sealed move. White's plan consists of two parts: (a) eliminating the enemy pawn at KB4 by P—Kt4; and (b) obtaining a passed pawn by P—K4 and P—Q5.

42. P—R4

Thus Black holds off P—Kt4 for the moment, but at the same time the RP is more exposed to attack. One cannot have everything.

43. R—R8 R—Kt2?

A blunder, which loses by force. He had to play first 43. K—Kt3 and then pursue a policy of waiting tactics. White would still have had a by no means easy task ahead to convert his advantage into a win.

44. R—KKt8! R—Kt7

45. K—B3 R—Q7

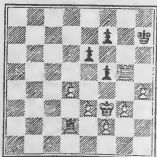
46. P—R4 K—K2

47. R—Kt5 K—B1

48. R × RP K—Kt2

According to Averbakh, Tal planned all this when he advanced the KRP. I find that very hard to believe. The white Rook is only temporarily out of action and can be extricated in several ways.

49. R—Kt5 ch K—R2



50. P—R5

Fischer pointed out the following spectacular line: 50. P—Kt4, P—B3;

51. R—R5 ch, K—Kt3; 52. P × P ch!, K × R; 53. P × P, and Black is helpless against the pawns—53. . . . K—Kt3; 54. P—R5 ch! or 53. . . . R—R7; 54. P—Q5, K—Kt3; 55. P—Q6!

Petrosian rests on his technique.

50. R—R7
If 50. . . . K—R3; 51. R—Kt8, K × P, then 52. R—Kt7 wins.

- 51. P—Kt4 K—R8
- 52. R—Kt8 K—R2
- 53. R—K8 P × P ch
- 54. K—Kt3! K—R3
- 55. R—K7 K—Kt2
- 56. R—B7 R—Kt7

57. R—B5 K—B3
58. P—Q5
This break ensures the final loosening of Black's defences.

58. R—Kt5
59. P—R6 P × P
60. R × P K—Kt3
61. R—Q6 ch K—Kt4
Or 61. . . . P—B3; 62. P—R7, R—Kt1; 63. R—Q7, when the passed pawn on the seventh rank guarantees success.

- 62. P—R7 R—Kt1
- 63. R—Q1 R—KR1
- 64. R—KR1 Black lost on time

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5th CANDIDATES' TOURNAMENT, CURAÇAO, 1962

White: R. J. FISCHER

French Defence

- 1. P—K4 P—K8
- 2. P—Q4 P—Q4
- 3. Kt—QB3 Kt—KB3
- 4. B—Kt5 B—Kt5

What a surprise! Petrosian had unexpectedly adopted the classical 3. . . . Kt—KB3 against Fischer in the Interzonal a few months earlier, but after 4. B—Kt5 he chose the simplifying 4. . . . P × P (the Burn Variation). He had had to play carefully to draw then, yet it was this same line that brought him his sensational victory over Tal four rounds before the present game. The continuation was as follows:

5. Kt × P, QKt—Q2; 6. Kt × Kt ch (Fischer preferred first 6. Kt—KB3), Kt × Kt; 7. Kt—B8, P—B4;

8. Q—Q3, B—K2; 9. B × Kt, B × B; 10. Q—Kt5 ch, B—Q2; 11. Q × KtP; R—QKt1; 12. Q × P, R × P; 13. B—Q3, P × P; 14. 0—0, B—B3; 15. Q—R3, Q—Kt3; 16. B—B4, R—Kt5; 17. Q—Q3, 0—0; 18. P—QR8, R—R5; 19. KR—Kt1, Q—R2; 20. R—R2?, R × B! and White resigned.

Why should he suddenly change to the MacCutcheon? This old system, much favoured by Marshall and Tarrasch in their World Championship matches with Lasker (in 1907 and 1908 respectively), has been under a cloud for many years. As theory stands at the moment, White obtains a promising, aggressive position virtually by force.

5. P—K5 P—KR3
 6. B—Q2 B × Kt
 6. Kkt—Q2 is playable, though White is well placed after 7. Q—Kt4 (a favourable type of Winawer).

7. B × B

'R. Fischer had not yet come into the world when it was established that capturing with the Bishop is not dangerous for Black,' commented Salo Flohr. But that does not mean he did not know about it, naturally. The American Champion's theoretical knowledge is in no way limited to what is new, as not a few of his adversaries have recently discovered.

Presumably, he did not want to walk unprepared—relatively, anyway—into the complexities of the main variation (7. P × B!, Kt—K5; 8. Q—Kt4, etc.), particularly since Petrosian *must* have had something up his sleeve. I wonder what it was.

7. Kt—K5
 8. B—R5



For Fischer to make such an odd move is quite out of character. White's idea, as worked out by the Soviet master Kopaev, is to provoke 8. P—QKt3 in order to be able, after 9. B—Kt4, P—QB4, to drop the Bishop back to R3 without having to reckon with Q—R4 ch. The drawback is that Black is under no compulsion to touch his QKtP.

'If the intention behind 7. B × B is to avoid doubled pawns, then 8. B—Q2 must be regarded as the most logical follow-up, feeble as it is.

8. 0—0!
 9. B—Q3

On 9. Kt—B3, Kt—QB3; 10. B—Q2 Black can take the initiative with 10. P—B3!

9. Kt—QB3

The errant Bishop is beginning to look ridiculous.

10. B—B3

It stands to reason that it would not be very sensible to surrender his good Bishop by 10. B × Kt, e.g. 10. P × B; 11. B—B3, P—QKt4!, and the opponent is already firmly entrenched on the white squares.

10. Kt × B

Here too 10. P—B3 was tempting, for White could not have relished a clash in the centre with his King still uncastled. Petrosian, however, is satisfied with a small but clear profit—as usual.

11. P × Kt P—B3
 12. P—KB4

Thus he is able to keep his pawn chain intact. 12. P × P, Q × P; 13. Kt—B3, P—K4 was obviously excellent for the second player.

12. P × P
 13. BP × P Kt—K2
 14. Kt—B3 P—B4
 15. 0—0 Q—R4
 16. Q—K1 B—Q2

The beauty of Black's plan lies in its simplicity. The first part (the opening of the KB file) was prophylactic: it increased the scope of his pieces on the K side (if, for instance, 17. Q—R4, then 17. Kt—B4! is an effective reply) and at the same time nipped in the bud an enemy pawn advance (P—KB5, etc.). The second part consists in the straightforward build-up on the

Q wing with the purpose of exploiting the doubled-pawn weakness.

This latter is nearing completion (only QR—B1 and P × P are required) and so if White does not find some counterplay at once, he will be reduced to the defensive for the rest of the game. Fischer is one of the last persons to submit to such a role.

17. P—B4! Q × Q
18. KR × Q QP × P
19. B—K4

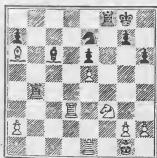
By this temporary pawn sacrifice he assures his pieces freedom of action. 19. B × P, on the other hand, would have allowed Black to stabilise the situation to his advantage by 19. P—QKt4, followed by P—B5 and B—B3.

19. P × P
19. QR—Kt1 was unnecessarily passive.

20. B × P QR—Kt1
21. B—R6 R—Kt5
22. QR—Q1

White's outburst of energy has resulted in his recovering most of the ground lost in the opening. But it is early yet to talk of a draw, since Black can return the pawn—it is not to be held, in any case—in favourable circumstances.

22. P—Q6!
23. P × P P × P
24. R × P B—B3



Black's superiority in this position rests on several fine points: (a) his Bishop can occupy a key post at Q4, whence it menaces both enemy flanks; (b) the white Bishop is off-side; and (c) White's QRP and KP are more vulnerable than their opposite numbers.

With reference to (a) and (b), it is worth noting what a good piece the much-maligned 'French' Bishop has been so far. Developed modestly via Q2, it often turns out to be a valuable asset; here, indeed, it has consistently outshone White's KB.

25. R—Q4!

The hostile Rook must be challenged. After 25. Kt—Q4, B—Q4 the white men interfere rather than co-operate with each other.

25. R × R

Black need not avoid exchanges; in fact, with less material on the board, his advantages are brought into greater relief.

26. Kt × R B—Q4
27. P—QR4?

Losing a pawn by force and inevitably, the game as well. Petrosian suggested 27. B—B1, answering 27. R—B5 with 28. Kt—Kt5. Whether White would have succeeded in defending himself then is hard to say. It would have been a formidable task in practice.

27. R—B5
28. R—Q1 Kt—Kt3
29. B—B8 K—B2
30. P—R5 Kt × P
31. P—R6

The QRP represents the last slim hope for White.

31. R—Kt5
32. R—Q2 Kt—B5
33. R—B2 ch K—K2
34. Kt—Kt5 Kt—Q8
35. Kt × Kt

35. Kt x P was relatively better, though Black would still have won easily after 35. R—QB5.

- 35. K x Kt
- 36. B—Kt7 B x B!
- 37. P x B K—B2
- 38. P—R3

Or 38. R—B7 ch, K—Kt1;
39. K—B2, P—QR4; 40. R—K7, R—Kt3; 41. R—Q7, P—K4; 42. R

Q5, R—R3, and the QRP decides the issue.

- 38. R—Kt4
- 39. R—Kt2 K—Kt1
- 40. K—B2 R—Q4
- 41. K—K3 R—Q2
- 42. K—K4 R x P
- 43. R—KB2

Fischer sealed this move, but resigned without resuming.

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5th CANDIDATES' TOURNAMENT, CURAÇAO, 1962

Black: V. KORCHNOI

English Opening

- 1. P—QB4 P—QB4
- 2. Kt—KB3 Kt—KB3
- 3. P—Q4

Evidently Petrosian had put in some special preparation for this game, for he does not usually show such directness.

- 3. P x P

3. P—Q4 gives a form of the Symmetrical Defence to the Queen's Gambit (1. P—Q4, P—Q4; 2. P—QB4, P—QB4); its soundness is debatable.

- 4. Kt x P P—KKt3

The best method of equalising is considered to be 4. P—K3;
5. Kt—QB3, B—Kt5, etc.

- 5. Kt—QB8 P—Q4

Korchnoi is an expert on the Grünfeld, and now he applies the same treatment to this position—just as White expected he would. Both 5. B—Kt2 and 5.

Kt—B3 seem preferable, although the first player may then transpose into an aggressive line in the Sicilian by 6. P—K4.

- 6. B—Kt5!

After this forceful move it is difficult for Black to find a satisfactory continuation; for instance, 6. Kt—K5 is not good on account of 7. Kt x Kt, P x Kt; 8. Kt—Kt5!

- 6. P x P
- 7. P—K3 Q—R4?

Up to here play had followed the game Simagin-Korchnoi, 23rd U.S.S.R. Championship, 1956, which went on 7. B—Kt2; 8. B x P, 0—0; 9. 0—0, P—QR3; 10. Q—K2, P—Kt4; 11. B—Kt3, B—Kt2; 12. KR—Q1, Q—R4; 13. P—K4, with advantage to White.

Afraid that Petrosian would obtain even more out of it, the Soviet

Champion decided to try a different plan. But this premature Queen sortie can on no account be better than the natural . . . B—Kt2.

8. B × Kt!

Simplest; it spoils Black's pawn structure (the white Knight is permanently secure at Q4) and also avoids any loss of time.

8. P × B

9. B × P B—QKt5

If 9. . . . B—Kt2; 10. 0—0, 0—0; 11. Kt—Q5, White's minor pieces dominate the middle of the board.

10. R—QB1 P—QR3

10. . . . 0—0 was surely the wisest.

11. 0—0 Kt—Q2?

Castling would now have lost material after 12. Kt—Q5!, Kt—Q2; 13. Kt—Kt3, Q—R5; 14. P—QR3! However, the text move does nothing to alleviate his problems, most of which arise out of the activity of the enemy force in the centre. Correct, therefore, was 11. . . . B × Kt! and 12. . . . 0—0 with a tenable game.

12. P—QR3

Unnecessarily allowing his opponent a second chance. The immediate 12. Kt—Q5! left Black very badly placed, e.g. 12. . . . B—Q3; 14. P—QKt4, Q—Q1 (not 14. . . . B × P; 15. Kt—Kt3!); 15. Q—Kt3, etc. This is Petrosian's only slip throughout.

12. B—K2?

It is incomprehensible why Korchnoi should value this Bishop more highly than the white Knight, which in variation upon variation, as we have already observed, causes him trouble. Much worse is to come.

13. P—QKt4!



The prelude to a violent attack. 13. . . . Q × RP loses to—of course—14. Kt—Q5!, threatening both Kt—B7 ch and R—R1; while 13. . . . Q—Q1 is refuted by 14. B × P ch!, K × B; 15. Q—Kt3 ch, K—K1; 16. Kt—K6, etc.

13. Q—K4

14. P—B4! Q—Kt1

He dare not take the KP, since after 15. K—R1 the open K file would be decisive.

15. B × P ch!

Black's defences are breached; the invasion follows.

15. K × B

16. Q—Kt3 ch K—K1

Or 16. . . . K—Kt2; 17. Kt—K6 ch, K—R3; 18. R—B3!, when the black King is in a mating net (18. . . . P—KKt4; 19. P—B5, etc.).

17. Kt—Q5 B—Q3

18. Kt—K6 P—QKt4

Equally hopeless was 18. . . . R—B1; 19. Kt(Q5)—B7 ch, B × Kt; 20. Kt × B ch, K—Q1; 21. Kt × R, Q × Kt; 22. Q—K6!

19. Kt(Q5)—B7 ch K—K2

20. Kt—Q4! K—B1



Korchnoi appears mesmerised by the pirouettes of the Knights. But if 20. . . . B x Kt, then 21. Kt—B6 ch, K—B1; 22. Kt x Q, R x Kt; 23. R x B; while 20. . . . Q x Kt; 21. R x Q, B x R is defeated by 22. Q—K6 ch, K—B1; 23. Q—B6, R—R2; 24. Kt—K6 ch.

21. Kt x R Resigns
 21. . . . Q x Kt; 22. Q—K6, Q—Kt1 (22. . . . B—K2; 23. Kt—B6!); 23. Kt—B6, Q—B2; 24. Kt—K7 was too much to bear.

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15th OLYMPIAD, VARNA, 1962

White: A. DÜCKSTEIN
Caro-Kann Defence

1. P—K4 P—QB3
2. P—Q4 P—Q4
3. Kt—QB3 P x P
4. Kt x P B—B4

Petrosian used to prefer the 'super-solid' 4. . . . Kt—Q2, but since 1961, perhaps influenced by Botvinnik's results in his matches with Tal, he has gone over to the classical, thematic text move. The wheel of fashion may turn back at any moment.

5. Kt—Kt3 B—Kt3
6. Kt—B3

A popular alternative plan is to combine B—QB4 with the manoeuvre KKt—K2—B4. This is favoured by Keres, who adopted it against Petrosian in the latter's very first game as World Champion (Piatigorsky Cup Tournament, Los Angeles, 1963). The continuation was 6. B—QB4, P—K3;

7. KKt—K2, Kt—B3; 8. Kt—B4 B—Q3; 9. B—Kt3, QKt—Q2; 10. Q—B3, Q—B2; 11. P—KR4, 0—0—0; 12. P—R5, B—KB4; 13. Kt x B, Q—R4 ch; 14. P—B3, Q x Kt; 15. Q—Q3, Q x Q, with a draw on the statutory thirtieth move.

6. Kt—Q2
7. B—Q3

It is usual to precede this by P—KR4 in order to provoke . . . P—KR3. Then 8. B—Q3, B x B; 9. Q x B, Q—B2; 10. B—Q2, P—K3; 11. 0—0—0, 0—0—0; 12. P—B4—the 'long' variation—guarantees White a lasting, if minimal, advantage.

7. B—QB4 is also possible, and in fact Tal played it in his game with Petrosian in the 1961 U.S.S.R. Team Championship; a lively struggle was eventually drawn.

7. P-K8

8. 0-0

He could still have forced his opponent to exchange Bishops, e.g. 8. P-KR4, Q-B2; 9. P-R5, B x B; 10. Q x B, P-KR3; 11. B-Q2, etc. Despite the wasted tempo, this was not unsatisfactory for the first player. Dückstein was apparently averse to compromising his pawn structure at so early a stage—a rather tame approach in this case.

8. Q-B2

Black is prepared to make a fight of it by castling on the Q side just the same. 8. KkT-B3; 9. P-B4, B-K2; 10. R-K1, B x B; 11. Q x B, Q-B2; 12. B-Q2, 0-0 (Unzicker-Golombek, Interzonal Tournament, Stockholm, 1952) is considered safest.

9. P-B4 0-0-0

10. B x B

In principle, the opening of the KR file like this cannot be recommended. However, it is not readily exploited, and White can in the meantime pursue his own attack on the other wing.

10. RP x B

11. Q-R4

11. Q-K2 and 12. B-Q2 was well worth trying too, for then the Queen remains centralised throughout the operation.

11. K-Kt1

12. P-Kt4 Kt-R3!

Instead of the routine 12. KkT-B3, he aims to deploy the Knight on KB4; there it will be more actively placed, i.e. threatening White's Q4 compared with (from KB3) watching his own.

13. Q-Kt3

The Queen was no longer of any use on R4; indeed, it was in the way of the QRP, without which his projected pawn storm lacks weight.

13. Kt-KB4

14. P-QR4

Having displayed conservatism with regard to one RP, the Austrian master is now too hasty with the other. Correct was 14. B-Kt2!, which (a) answers the rules of development and (b) shows that he is attending to what Black has in mind. The general advance of the infantry could come later, once all his pieces were working together properly.

14. P-K4!



Petrosian takes immediate advantage of the omission and breaks open the centre. Had this been prevented (not only by the fianchetto, but also, if necessary, by KR-K1), he would have had a far harder task before him.

15. P x P

After 15. P-Q5, P x P; 16. P x P, Kt-Kt3 the isolated QP would be unlikely to survive for long.

15. Kt x P

16. Kt x QKt

16. B-B4, B-Q3; 17. Kt x QKt, B x Kt; 18. B x B merely simplified matters for Black.

16. Q x Kt

17. B-Kt2 Q-B2

18. P-B5?

It is clear that Dückstein overestimated the strength of his game, for again he puts pawns before pieces. This time the consequences

are serious. After the natural 18. QR—Q1 there would have been a keen and evenly-balanced contest ahead.

18. P—R4!

This magnificent reply must have come as a rude shock to White. After all, it seems to flout a basic law of positional play. But these laws are not so much to be obeyed as interpreted; and it is the interpretations given by the great masters that ensure the continuing evolution of chess.

Here Petrosian sets out to demonstrate that the undermining of the enemy QBP, which is cramping him at present, is of more importance than the risk to his King.

19. QR—Q1 R × R
20. R × R R—R5
21. P × P

Black's ingenuity is repaid. Personally, I would not have so lightly abandoned the QBP, but defended it by 21. B—B3, P × P; 22. B × QKtP. That was not an attractive prospect, I admit.

21. B × P
22. P—R6 P—Kt3
23. R—K1

In his search for compensatory tactics, White is doubly handicapped: firstly, the black pieces are themselves aggressively posted; and secondly, transition to the endgame is mostly to be avoided.

23. K—R2
24. B—K5 Q—Q2
25. Kt—K4

If 25. R—Q1, then Q—K3 is strong.

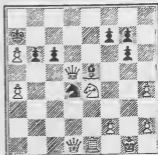
25. B—Q5
26. P—Kt3

The alternatives were hardly better. For instance, 26. Q—Q3, Q—Q4! or 26. B—Kt3, Kt × B; 27. P × Kt (27. Kt × Kt, R—B5!), R—R4; 28. R—Q1, R—Q4, when Black's men dominate the board.

26. B × B!

Since White would have obtained counterplay after 26. . . . R—R1; 27. R—Q1, this exchange sacrifice is virtually forced. Nevertheless, it is not just a defensive measure: it has a positive, forceful side as well.

27. P × R Kt—Q5!
28. Q—Q1 Q—Q4



In return for an insignificant—and intangible—amount of material Black has (a) gained undisputed command of the centre and (b) completed the demolition of White's pawn formation. These two factors add up to an overwhelming advantage.

29. R—K3 Kt—B4
30. R—K1

The ending is quite lost for White after 30. Q × Q, P × Q; 31. Kt—Kt5, Kt × R, etc.

30. Kt—Q5
31. Q—Q3

Black would have varied, if he had not.

31. P—KB4
32. Kt—Kt5 P—B4

What a contrast there is between the two sets of pawns! I cannot remember ever having seen as useless an array as White's.

33. R—K3
Or 33. Q—K3, B—B3, threatening both B × Kt and Kt—B7.

33. P—QB5

34. Q—Q1 K × P!

His confidence is upheld by the following lines:

(i) 35. Kt—B3, Kt × Kt ch;
36. Q × Kt, Q × Q; 37. R × Q,
P—B6, winning the Rook;

and (ii) 35. Kt—K6, P—B5 (not
35. Q × Kt; 36. P—B4!);
36. Kt × Kt, P × R; 37. P × P,
Q—K5!, when White cannot cover
all his weak spots.

35. R—QR3?

A sign of the time-trouble that was now afflicting both players. The Rook achieves nothing on QR3, and even 35. R × B would have been preferable.

35. B—B3

36. P—R3 P—B5

37. Q—Kt4

If here 37. Kt—B3, then 37.
Kt × Kt ch; 38. Q × Kt, Q × Q;
39. R × Q, B—K4! again spells the
end for the Rook.

37. K—R4!

Petrosian finds a typically original way of concluding the game. The monarch will make the kill.

38. Kt—B3

38. Q—Q1 would not have stopped Black, viz. 38. K—Kt5!;
39. R—R2, P—B6, and the passed
pawn is decisive.

38. K—Kt5!

39. Kt × Kt K × R

40. Kt—B2 ch K × P

Resigns

THE WORLD CHAMPIONSHIP, 1963

At 5 p.m. on Saturday, March 23rd, in the Estrada Theatre in Moscow, Botvinnik settled down to yet another defence of his title. Almost two months later, on May 20th, the match came to an end. Having won five games, drawn fifteen, and lost two, Petrosian had reached the total of 12½ necessary to make him World Champion. These are the bare details of a struggle which had been one of the toughest in the long history of the World Championship.

Petrosian laid his plans carefully before the match, and his final success was in no small measure due to his keeping to them. Some experts had said that he would have to sharpen up his style to beat Botvinnik. Petrosian did not agree. He eagerly went in for simple positions and endings, and the correctness of his judgement was proved by his more than holding his own in them. He was, in a sense, presenting Botvinnik with the unwelcome task of trying to defeat his own methods.

In this connection Petrosian's choice of opening systems was particularly important. While he probed for weaknesses with White, when he was Black his aim was to clear the tension as quickly as possible and so prevent Botvinnik from building up the massive strategic attacks for which he is famous. He therefore avoided such fighting defences as the King's Indian and selected instead the Queen's Gambit Accepted or Declined.

The former occurred in as many as seven games, and though Botvinnik generally obtained promising positions he was not once able to press home his advantage. In most of these cases the isolated QP was at the centre of the conflict. Is it a weakness or a strength? Botvinnik readily accepted it, while Petrosian was equally ready for him to have it. The practical results favoured the challenger's point of view. Furthermore, when Black let himself be saddled with an isolated KP on K3, the consequences were disastrous. This was a feature of the fifth, fifteenth, and nineteenth games, all of which Botvinnik lost.

It is hard to see why Botvinnik did not avail himself of the services of a second, as the rules permit. Petrosian was supported by grand-master Isaac Boleslavsky, whose knowledge of the game is profound.

As the elder by some eighteen years, Botvinnik found his energies increasingly sapped by the long games and adjournments (all part of his opponent's avowed policy) and this eventually contributed to his collapse.

In the first game the challenger was overawed by the occasion and played like a child. However, he did not make the mistake of trying to hit back at once. He behaved, as he said at the final Press Conference, 'as if nothing had happened.' He gradually adjusted himself to the novel circumstances, and in the fifth game (Game 57) levelled the score. The concluding phase highlights the evils of the isolated KP in that the white Knight has perpetual use of the K4 square.

The sixth game was a quiet draw, and then in the seventh (Game 58) Petrosian took the lead by means of a powerful breakthrough in the centre and on the Q side. Botvinnik's opening play was to blame here; it was completely lacking in finesse, a most uncharacteristic fault for him.

The next stage of the match saw Botvinnik in the ascendancy. In game after game he called the tune, but time and again Petrosian's extraordinary sense of balance enabled him to avert defeat. I believe that no other player in the world could have held Botvinnik's pressure as he did. After a run of six draws, Petrosian's defences did at last give way. He went wrong in a Rook and pawn ending and lost the fourteenth game. Once more the scores were level.

It proved to be a Pyrrhic victory for Botvinnik. He was quickly in difficulties in the fifteenth game (Game 59) and duly lost because of the weak complex of squares surrounding the KP. But why did he have to choose the Grünfeld? This defence had already cost him too many valuable points in World Championship matches.

The following game was also a cruel stroke of fortune—perhaps I should say misfortune—for the World Champion. When he seemed on the point of winning against the Queen's Gambit Accepted for the first time, he made a simple oversight and Petrosian scrambled out of trouble.

Botvinnik had some anxious moments drawing the seventeenth game, and then came the decisive eighteenth (Game 60). The majority of commentators have censured the play on both sides—too high-handedly in my opinion. It is true that White could have shown greater resolution in the early middlegame, but even so he maintained equality safely enough until the adjournment. His performance on resumption is another matter. As for Petrosian, he received faint credit for some of the most skilful manœuvring behind the lines that one is ever likely to meet.

With his stamina giving out, Botvinnik could clearly not make up his two-point deficit. He put in a despairing effort in the nineteenth

game, suffered another defeat, and then accepted the inevitable. The twentieth was a peaceful draw; the last two, of ten moves each, were in the nature of ceremonials. Here is the twenty-second: White: Botvinnik. Black: Petrosian. Queen's Gambit Accepted. 1. P—Q4, P—Q4; 2. P—QB4, P × P; 3. Kt—KB3, Kt—KB3; 4. Q—R4 ch, Kt—B3; 5. Kt—B3, Kt—Q4; 6. P—K4, Kt—Kt3; 7. Q—Q1, B—Kt5; 8. P—Q5, Kt—K4; 9. B—KB4, Kt—Kt3; 10. B—K3, P—K3. Botvinnik now accepted the offer of a draw and Petrosian shook hands—as the ninth World Champion.



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WORLD CHAMPIONSHIP MATCH,
MOSCOW, 1963

Black: M. BOTVINNIK

Queen's Pawn, Grünfeld Defence

1. P—QB4 P—KKt3

In the previous game Petrosian had adopted the symmetrical 1. . . . P—QB4; Botvinnik was to try it later (eleventh game).

2. P—Q4 Kt—KB3

3. Kt—QB3 P—Q4

4. Kt—B3 B—Kt2

5. P—K3 0—0

6. B—K2

Of all the ways of meeting the Grünfeld, this could claim to be the most solid. However, it would be a mistake to imagine that it is a simple matter for Black to equalise, as the sequel plainly shows.

6. P × P

The line approved by theory, i.e. strengthening the centre by 6. . . . P—K3 and fianchettoing the Queen's Bishop, was worked out and practised by Botvinnik himself more than a quarter of a century ago. Presumably, he avoided it on

this occasion in order not to be caught in a prepared variation—in vain.

7. B × P P—B4

An interesting alternative was 7. . . . KKt—Q2 and 8. . . . Kt—Kt3, a manoeuvre which Smyslov has often employed in this type of position (cf. Game 59). The move played is sharper.

8. P—Q5 P—K3

It is not absolutely certain that this is necessary—8. . . . Kt—K1 and 9. . . . Kt—Q3 comes into consideration, for instance—but without it there is a danger that White will build up too strong a centre by P—K4.

9. P × P!

But not now 9. P—K4 because of 9. . . . P × P; 10. P × P, R—K1 ch, with good play for Black.

9. Q x Q ch
 10. K x Q B x P
 11. B x B P x B
 12. K—K2



'They're ignoring the best part of the game,' complained Tal, when, on arriving at the theatre late, he saw so few pieces remaining on the demonstration boards. Petrosian would not agree. The story was afterwards told how he had actually analysed this position before the match and stated that, if he got it as White, he would win it!

No theorist would dare to suggest that there could be any other result than a draw, for Black's one disadvantage (the isolated KP) is offset by his Q-side majority and slightly more active pieces. But theory and practice do not always add up to the same thing.

12. Kt—B3

Ståhlberg and Golombek, Chief Umpire and Judge respectively, thought that 12. . . . Kt—Q4 (uncovering the Bishop); 13. Kt—K4, Kt—Q2 was the more effective course.

13. R—Q1 . . . QR—Q1

Flohr's 13. . . . K—B2, so as to centralise the King and protect the KP, may well have been preferable. The text move tends to help the first player.

14. R x R R x R
 15. Kt—KKt5 R—K1

16. KKt—K4
 Occupation of K4 is White's prime objective.

16. Kt x Kt
 17. Kt x Kt P—Kt3
 18. R—Kt1

Petrosian had spent only half an hour on the clock so far—an indication that he was satisfied with his progress.

18. Kt—Kt5
 19. B—Q2!

This too illustrates his confidence. If now 19. . . . Kt x P; 20. R—QR1, Kt—Kt5; 21. B x Kt, P x B; 22. R x P, B x P; 23. R—Kt7, Black has nothing to boast of but weaknesses.

19. Kt—Q4
 20. P—QR4!

Restraint of the enemy pawn majority is White's next task.

20. R—QB1
 21. P—QKt3 B—B1!

The Bishop no longer has anything to bite against on the long diagonal, so it is transferred to K2, where it will keep an eye on the white Knight. It is incidental that there is a threat of 22. . . . P—B5; 23. R—QB1, P x P!; 24. R x R, P—Kt7; 25. R—B1, P x R = Q, with an inevitable draw.

22. R—QB1 B—K2

Had Botvinnik foreseen the trouble ahead, he would first have played 22. . . . R—B2! He could then have continued with . . . B—K2 and . . . K—B2—K1—Q2 in comparative safety.

23. P—QKt4!

This vigorous thrust exploits the fact that Black's Rook is unprotected and presents him with an unpleasant choice: either he acquiesces (e.g. 23. . . . K—B2; 24. P x P) in an isolated QBP which, whatever the disposition of material, will be a chronic liability; or he

pushes on the pawn at once, risking its loss.

Botvinnik rightly decides on the latter.

23. P—B5

24. P—Kt5



24. K—B2?

But now he falters. Averbakh has pointed out that Black had to plunge immediately into complications with 24. . . . B—R6; 25. R—B2, P—B6! in order to stay on terms with his opponent.

He gives the following line: 26. B×P (both 26. Kt×P and 26. B—B1 are answered by 26. . . . Kt—Kt5; while 26. B—K1 allows 26. . . . B—Kt7), B—Kt5!; 27. K—Q2 (not 27. K—Q3?, B×B; 28. Kt×3, Kt—Kt5 ch!), R—B5; 28. B×B (or 28. K—Q3, R×Kt!), R×Kt; 29. B—Q6, R×RP, with a rough equality.

25. B—B3!

The chance has gone for ever. Having blockaded the pawn, White can set about winning it.

25. B—R6

26. R—B2 Kt×B ch

Otherwise 27. Kt—Q2 picks up the pawn.

27. R×Kt B—Kt5

28. R—B2 K—K2

Trying to clear a path for the King by 28. . . . P—K4 was refuted by a lengthy analysis of Tal's,

which runs: 29. Kt—Q2, P—B6; 30. Kt—K4, K—K3; 31. P—B3, P—KR3; 32. K—Q8, R—Q1 ch; 33. K—B4, R—Q7; 34. K—Kt3, R×R; 35. K×R, K—Q4; 36. K—Q8! (but not 36. Kt×P ch, K—B5!, when the black King penetrates successfully), P—B7; 37. K×P, K—B5; 38. Kt—Q2 ch!, and Black must either retreat or lose in a King and pawn ending; e.g. 38. . . . B×Kt; 39. K×B, K—Kt5; 40. K—Q3, K×P; 41. K—B4, K—R4; 42. P—B4, P×P; 43. P×P, P—R3; 44. P—Kt4, P×P ch; 45. K—Kt3, etc.

I am sure Botvinnik did not waste his energy on such calculations. Moving the KP is undesirable on general positional grounds.

29. Kt—Q2

Inviting the pawn to its doom. White can afford 29. . . . B×Kt, since the Rook ending serves his purpose even better; for example, 30. K×B, K—Q3; 31. K—B3, K—B4; 32. R—Q2!, when 32. . . . P—K4 (to stop R—Q4) is knocked out by 33. P—K4 and mate.

29. P—B6

30. Kt—K4 B—R4

31. K—Q8 R—Q1 ch

32. K—B4 R—Q8

32. . . . R—Q7 achieves nothing after 33. K—Kt3!

33. Kt×P R—KR8

Exchanging Bishop for Knight would have been a sterner test of White's technical powers. The black Rook is more aggressively placed now and would therefore have guaranteed the counterplay that was absent in the variation quoted above.

34. Kt—K4!

The return of the Knight to K4 is strategically decisive. The KRP is insignificant compared with the dominant posts White gains for his pieces.

34. R × P

Or 34. . . . R—R8; 35. K—Q4, R × P ch; 36. K—K5, R—Kt5; 37. R—B7 ch, K—Q1; 38. R × QRP, R × P ch; 39. K × P, and Black is overwhelmed.

35. K—Q4 K—Q2

36. P—Kt3!

Most of the onlookers expected 36. P—Kt4. But in that case Black might have complicated the issue by 36. . . . P—R4.

36. B—Kt5

37. K—K5 R—R4 ch

The march of the white monarch could not be halted by 37. . . . B—K2 on account of 38. R—Q2 ch, etc.

38. K—B6 B—K2 ch

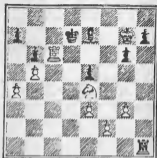
39. K—Kt7 P—K4

There are no good moves; for instance, if 39. . . . R—R8; 40. K—B7, R—Q8, then 41. R—Q2 ch wins easily.

40. R—B6 R—R8

The game was adjourned here. Virtually the whole board is under White's control, and winning is a formality. Nevertheless, Petrosian chooses the most consistent and precise method.

Position after 40. R—B6 R—R8



41. K—B7! R—R8

42. R—K6 B—Q1

Neither 42. . . . B—B4; 43. R × KP, R × P; 44. Kt × B ch, P × Kt; 45. R × P nor 42. . . . B—Kt5; 43. Kt—B6 ch, K—B1; 44. R × KP, R × P; 45. Kt × P offered Black much solace.

43. R—Q6 ch K—B1

44. K—K8 B—B2

45. R—QB6 R—Q8

Not 45. . . . R × P in view of 46. Kt—B3 and 47. Kt—Q5.

46. Kt—Kt5 R—Q1 ch

47. K—B7 R—Q2 ch

48. K—Kt8 Resigns

His K-side pawns cannot be saved.

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WORLD CHAMPIONSHIP MATCH,
MOSCOW, 1963

Black: M. BOTVINNIK

English Opening

- | | |
|-----------|--------|
| 1. P—QB4 | P—KKt3 |
| 2. Kt—KB3 | B—Kt2 |
| 3. Kt—B3 | P—K4 |
| 4. P—KKt3 | Kt—K2 |
| 5. B—Kt2 | 0—0 |
| 6. P—Q4 | P × P? |

'Botvinnik never used to make such moves (it was usually his opponents who gave up the centre); therefore it is hard to imagine what Black's intentions were in this game.' That was how Bronstein summed up the opening in a critical essay after the match (see *Shakhmatny Bulletin*,* No. 8, 1963).

A whole article could be devoted to the last few moves, to the transpositional possibilities, and to their most accurate order. Two questions in particular might be discussed: (a) whether White should play 4. P—Q4; and (b) whether Black could himself attempt 5. . . . P—Q4.

But as far as we are concerned here, it would have no more than an academic interest. The deed has been done. Black has conceded ground in the centre, and he suffers for it throughout the rest of the game. 6. . . . P—Q3 was correct.

- | | |
|-----------|--------|
| 7. Kt × P | QKt—B3 |
|-----------|--------|

Two moves earlier this would have prevented, or at any rate postponed, P—Q4. It has lost its strength now.

- | |
|------------|
| 8. Kt × Kt |
|------------|

Simplest and best; none of the ways of recapturing is fully satisfactory.

8.	Kt × Kt
------------	---------

While 8. . . . KtP × Kt would solve the central problem to some extent, it would leave him with a basically unsound pawn structure.

- | | |
|----------|------|
| 9. 0—0 | P—Q3 |
| 10. B—Q2 | |

White is not afraid of . . . B × Kt, which would be too risky for the second player to consider, but merely wishes to mobilise his Q side in the most efficient manner. The same idea occurred in Game 26.

- | | |
|-------------|-------|
| 10. | B—Kt5 |
|-------------|-------|

In order to provoke the weakening P—KR3. If at once 10. . . . B—K3; 11. P—Kt3, Q—Q2, White can preserve his KB by means of the familiar R—K1 (answering . . . B—R6 with B—R1).

- | | |
|-----------|--------|
| 11. P—KR3 | B—K3 |
| 12. P—Kt3 | Q—Q2 |
| 13. K—R2 | QR—K1? |



The position reached is a fine illustration of the advantages of

* *Chess Bulletin*, the Soviet monthly specialising in theory.

qualitative development over quantitative. All the black pieces are in play, but as soon becomes apparent, their capacity for effective action is severely limited by the hold White has on his Q5.

This single square provides the key to the situation. Therefore, instead of the mechanical text move, Black should have played 13. QR-Q1; 14. R-B1, Kt-K2!, concentrating everything on the task of recovery. That alone held out reasonable prospects for the middlegame.

14. R-B1 P-B4?

It is clear that Botvinnik had overestimated his chances. The advance of the KBP achieves nothing apart from compromising his own defences. 14. Kt-K2 was again called for.

15. Kt-Q5 K-R1

16. B-K3

The inherent power in White's formation is beginning to show itself.

16. B-Kt1

This unsuccessful manoeuvre (it has to be amended before long) proves to be the last straw for Black. It was essential to take measures against the coming threats to his Q wing, and to this end 16. Q-B2 followed by retreating the Bishop to QB1 has been suggested.

17. Q-Q2 Kt-Q1

18. KR-Q1

Putting the finishing touch to his preparations. After the hasty 18. Q-R5, Kt-K3; 19. Q x RP Black would obtain counterplay by 19. R-R1; 20. Q x P, KR-Kt1; 21. Kt-Kt6, Q-B2!

18. Kt-K3

19. Kt-B4!

Petrosian's willingness to part with his foremost piece is a tribute both to his flexibility of thinking and positional insight. The point

is that Black's Knight, which was aiming to get to K5 via QB4, is eliminated and with it any real hope of active resistance.

19. Kt x Kt

20. B x Kt Q-B1

It has been argued that 20. P-Kt3 would have been better. That is a rather naïve view. Such a 'bad' move (creating gaping holes on the white squares) could only lend the inevitable breakthrough by P-QB5 greater force. Proof is the fact that Botvinnik is permitted several opportunities to play it, none of which he takes.

21. P-KR4

Typically, Petrosian does not hurry himself on any one part of the board but prefers to widen his horizon. Now Black must allow for enemy operations on the KR file.

21. R-K2

Or 21. B-K4; 22. B-R6, and White's pressure is maintained.

22. B-B3 B-B2

23. Q-R5 B-K1

Black has tried desperately to revive his QB, but it is too late. There seems little he can do, for instance, against the straight-forward 24. Q x RP, for if 24. B-QB3, then 25. B x B, P x B; 26. B x P!—the return for the lost exchange is dubious, to say the least.

Petrosian, however, chooses a different yet equally forceful method of winning material.

24. P-B5 P-Q4

Both 24. P x P; 25. Q x P (B4) and 24. B-K4; 25. P x P led to rapid debacles. The move played sets up a decoy, i.e. 25. R x P, B-QB3; 26. R-Q2, B x B, when the extra pawn would not be worth much.

25. B-Q6!



The spectators may have been surprised by this pretty stroke, but I doubt whether Botvinnik was. He had been unable to avoid it.

25. Q—Q2

After 25. . . . P × B?; 26. P × P, Q—Q2; 27. P × R, Q × P; 28. R—B7 White wins as he pleases.

26. B × R Q × B

27. R × P

A safer alternative was 27. P—K3, since 27. . . . P—Q5 (hoping for 28. P × P, P—B5!) foundered on 28. R—K1!

27. P—B5

28. Q—Q2!

He had to be careful. 28. K—Kt2? would have been met by 28. . . . P × P; 29. P × P, R × B!, and whichever way White captures, he loses a Rook. 28. P—KKt4 was likewise dangerous; not because of 28. . . . Q × P ch; 29. K—Kt2 and then R—KR1!, but first 28. . . . B—QB3!

28. B—QB3

29. R—Q3 B—Kt4

30. R—Q4!

Thanks to his accurate play, Petrosian has turned the complications to his advantage. Now he gives back the exchange and forces the transition to an ending in which he is a sound pawn up and which presents few, if any, technical problems (to a challenger for the World Championship).

30. P × P ch

31. P × P B × R

32. Q × B ch Q—Kt2

Not 32. . . . R—B3?; 33. P—KKt4! nor 32. . . . K—Kt1?;

33. B—Q5 ch.

33. Q × Q ch

It was thought at the time that 33. R—Q1 was more precise. When it was examined in closer detail afterwards, this opinion was changed; for example, 33. . . . Q × Q; 34. R × Q, B × P!; 35. B × B, R—B7 ch; 36. K—R3, R × B; 37. R—Q8 ch, K—Kt2; 38. R—Q7 ch, K—B3; 39. R × BP, R × P, 40. R × KtP, P—KR4!, and White's success is in doubt owing to the poor placing of his King.

33. K × Q

34. R—B2 R—K1

35. K—Kt2 K—B3

36. K—B2 B—B3

Although this results in a hopeless Rook and pawn ending, the other lines at his disposal are just as uninviting, e.g.

(i) 36. . . . P—Kt3; 37. P × P, BP × P; 38. R—B7, R—K2; 39. R × R, and the Bishop ending is elementary;

(ii) 36. . . . P—B3; 37. P—R4, B—R3; 38. R—Q2, R—K4; 39. P—QKt4, B—B5; 40. R—Q7, and again the Rooks must come off;

and (iii) 36. . . . R—QKt1 and . . . what next?

37. B × B P × B

38. R—B4 K—K4

Even an aggressive King is no compensation for his weak pawns.

39. R—R4 R—QR1

40. R—R6 K—Q4

Play was adjourned here, and resumed next day at the Central Chess Club. White's extra pawn, superior pawn position, and commanding Rook ensure a quick victory.

41. P—QKt4 K—B5

42. P—R3

Position after 40. R—R6 K—Q4



Relentless! 42. R × BP, K × P,
43. R × BP, P—R4 might have en-
couraged Black.

42. K—Kt4
43. R—R5 ch K—B5
44. K—K8 P—QR8

45. K—B4

The threatened invasion on the K side will oblige Black to abandon the other wing.

45. K—Q4
46. K—Kt5 R—K1
47. R × P R × P
48. R—R7 R—K4 ch
49. K—B4! R—K2
Or 49. . . . R—B4 ch; 50. K—
K3, etc. Now it is up to the QRP.

50. R—Kt7 K—K3
51. P—R4 K—Q2
52. R—Kt8!

Also good enough, in fact, was
52. P—R5, K—B1; 53. P—R6,
R—K8; 54. P—Kt5, R—QR8 (54.
. . . . P × P; 55. P—B6!); 55. P—
Kt6, P × P; 56. R × KtP.

52. Resigns

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WORLD CHAMPIONSHIP MATCH,
MOSCOW, 1963

Black: M. BOTVINNIK

Queen's Pawn, Grünfeld Defence

1. P—Q4 Kt—KB3
2. P—QB4 P—KKt3
3. Kt—QB3 P—Q4
4. Q—Kt3

Here we have a case where bringing the Queen out early (admittedly, it is more usual on the fifth move—after 4. Kt—B3, B—Kt2) is fully supported by both theory and practice. The additional pressure on the centre intensifies the struggle in that area of the board.

4. P × P

The solidly defensive 4. . . . P—B3 has a worse reputation than it deserves. Few masters seem to trust it.

5. Q × BP B—Kt2

Alekhine tried 5. . . . B—K3 against Euwe in their 1935 match (second game). That was in the pioneering days before much was known about the present system.

6. P—K4 O—O
7. B—K2 Kt—B3

The order of moves chosen by Petrosian has its subtle points. The fact that he has not yet played Kt—KB3 means that Black cannot at once proceed with ... B—Kt5 and ... KKt—Q2 (the basic formula of the Smyslov Variation). Nevertheless, it was not necessary to commit the QKt at this stage. 7. ... KKt—Q2 retained more options.

8. Kt—B3

8. P—Q5 would be premature in view of 8. ... Kt—QR4!; 9. Q—R4, P—B3.

8. ... Kt—Q2

8. ... B—Kt5 is also playable, though in that event the reply P—Q5 is held to gain in effect; for example, 9. ... B × Kt; 10. P × B, Kt—K4; 11. Q—Kt3, P—B3; 12. P—B4! (Kotov-Smyslov, 14th U.S.S.R. Championship, Moscow, 1945).

9. B—K3 Kt—Kt3

10. Q—B5

The evolution of this line (largely through the games of Smyslov and Botvinnik) has shown that QB5 is in general the most desirable post for the Queen, temporary as it may be.

10. ... B—Kt5

11. P—Q5

11. 0—0—0 and 11. R—Q1 are the theoretical continuations. The latter would transpose into the dramatic encounter between Botvinnik and Fischer at Varna, 1962, which dwarfed the other 1,450-odd games in the Olympiad.

Whether the text is stronger or weaker time will tell. Defecting the World Champion from his premeditated course, as it must have done, was something in itself.

11. ... Kt—Q2

12. Q—R3

The standard retreat for the Queen. 12. Q—B4 (to keep control of Q4) is satisfactorily answered by

12. ... Kt(B3)—K4; while 12. Q—Kt5, B × Kt; 13. P × B, Kt—Q5; 14. B × Kt, B × B; 15. Q × P would be too risky an adventure.

12. ... B × Kt

13. B × B

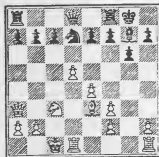
Petrosian spent some seventeen minutes weighing the various captures. He was probably attracted by 13. P × Kt, B × B; 14. P × P, breaking up his opponent's Q side, but was forced to admit that after 14. ... R—Kt1; 15. K × B, R × P possession of the QKt file plus the action of the fianchettoed Bishop gave Black good chances. There were similar dangers entailed in 13. P × B, Kt—Q5; 14. 0—0—0, P—QB4; 15. P × P e.p., Kt × B ch; 16. Kt × Kt, P × P, etc.

13. ... Kt—Q5

14. 0—0—0 Kt × B

Black takes the Bishop while he can. He has no time to do so after 14. ... P—QB4; 15. P × P e.p. (15. ... Kt × B—no check—would now be met by 16. R × Kt) and must therefore fall back on 15. ... Kt × P. Then White's two Bishops and play on the Q file look promising.

15. P × Kt



A most critical moment has been reached. White's vigorous treatment of the opening is about to be transferred to the middlegame in the shape of an attack on the King

(P—KR4—R5). There appears to be no reason why Black, whose position is as yet in perfect order, should not be able to defend himself—provided he reacts correctly.

The central pawn phalanx presents a target, and 15. . . . P—QB3 is the obvious way of hitting out at it. Botvinnik, however, selects a less direct method.

15. Kt—Kt3

If 15. . . . Kt—K4, aiming at the KBP as well as QB5. White has 16. B—B5, R—K1; 17. P—B4! (17. . . . B—R3; 18. Kt—K2).

16. Q—Kt3 Q—Q2?

He should have played 16. . . . Q—B1! You will agree that to perceive the necessity for such a finesse is not easy.

17. P—KR4 P—KR4

This desperate measure proves that Black has gone astray. He did not like 17. . . . P—QB3 now because of 18. P—R5!, BP × P; 19. RP × P, RP × P; 20. B × Kt, P × B; 21. Kt × P!—the last move, note, would be impossible with the black Queen on QB1.

18. P—B4!

Black's troubles are piling up. Faced with P—B5 and the breaching of his defences, he is obliged to give further ground.

18. P—K3

19. P × P!

Of course, Petrosian settles for the simple life and does not get himself involved in the pursuit of obscurities. e.g. 19. KR—Kt1 and, if 19. . . . P × P, 20. P—B5.

19. Q × P

20. Q × Q P × Q

Here we may again stop to assess the situation. Black's failure to challenge the QP by . . . P—QB3 has resulted in a strategically inferior game, concrete evidence of which is the isolated KP. White

too has his weaknesses, but they are not significant as long as he holds the initiative.

21. KR—Kt1 K—R2

21. . . . B × Kt also came into consideration. As the exchange occurs shortly anyway, it could hardly have made much difference.

22. Kt—Kt5 R—B2

White must not be allowed to invade the seventh rank. 22. . . . B—R3, for example, was bad on account of 23. B × Kt!, BP × P; 24. R—Q7 ch. K—R1; 25. R × KKt P, B × P ch; 26. K—Kt1, etc.

23. Kt—Q4 R—K1

If 23. . . . P—K4, then 24. Kt—B3 is strong. Naturally, 23. . . . B × Kt was an alternative here too, and in fact it may have been more precise, for White could not then double Rooks so readily on the KKt file.

24. Kt—B3 B—R3

25. Kt—Kt5 ch

But not 25. Kt—K5, R—B3!, when Black can hold his own. The purpose of the Knight's journey was not to win fame for itself; it was to eliminate once and for all any threats to the KBP and KRP. White's prospects are thereby automatically improved.

25. B × Kt

26. R × B Kt—B5?

The decisive mistake? It could easily have been, for, according to most commentators, the reply 27. P—B5! would have wrecked Black's position.

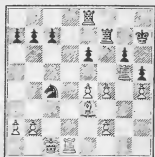
The following variations are based on analysis by the Soviet master Moiseev:

(i) 27. . . . KP × P; 28. P × P and now:

(a) 28. . . . P × P; 29. QR—Kt1, K—R1; 30. B—Q4 ch, Kt—K4; 31. P—B4!

(b) 28. . . . R × P; 29. R—Q7 ch; and (c) 26. . . . R—KKt1;

Position after 26. R × B Kt—B5?



29. P × P ch, R × P; 30. R × P ch;
 (ii) 27. . . . KtP × P; 28. QR—
 Kt1, K—R1; 29. B—Q4 ch, P—K4;
 30. B—B3!, threatening both P—B4
 and P—Kt3;
 and (iii) 27. . . . R—KKt1;
 28. P × P ch, R × P; 29. R × P ch,
 etc.

Hence, Black ought to have given preference to the cautious 26. . . . Kt—B1, against which 27. P—B5 is insufficient, viz. 27. . . . KP × P; 28. P × P, R × P; 29. R—Q7 ch, R—K2!

Petrosian, after a mere three minutes' thought, kept fixedly to his 'positional' path, as if disdaining a tactical solution.

27. QR—Kt1 R—KKt1
 28. K—B2! P—Kt3?

From this point onwards Black goes steadily downhill. There was still a possibility of organising a successful defence, but creating fresh holes (QR3 and QB3) had no place in it. Best was 28. . . . Kt—Q3; 29. P—B3, P—R3!

The Knight is a key unit, and exchanging it for the Bishop would leave White with everything in his favour; for instance, 28. . . . Kt × B ch; 29. P × Kt, R(Kt1)—Kt2; 30. K—B3, K—R3 (not 30. . . . R—Q2; 31. P—B5!—the defender cannot ignore this break); 31. K—Q4! and 32. K—K5!

29. P—Kt3 Kt—Q3

30. P—B3 R—Q2
 31. R(Kt5)—Kt2 R(Q2)—Q1
 32. P—R4!

Having tied the opposition down on one wing, he starts probing on the other.

32. Kt—B2
 33. B—B1!

Instructive play. The threatened occupation of the long diagonal induces Black to make another concession.

33. P—K4
 34. B—K3 P × P

The criticism levelled at this move was in my opinion too severe. It is true that it fits in with White's plans; at the same time, it frees the Knight from the duty of protecting the KP.

Kotov advocated 34. . . . R(Q1)—KB1, but after 35. R—B2!, P × P (otherwise 36. R—Q1!); 36. B × BP, Kt—Q3; 37. B × Kt, P × B; 38. P—B4! the Rook ending is again excellent for White (an isolated QP has replaced the KP).

35. B × BP R—Q2

Since the open file is bound to be contested, he could have saved himself a tempo by the immediate 35. . . . P—B4. Even better, perhaps, was 35. . . . P—R3, in order to put at least one pawn out of range of the Bishop.

36. R—Q2 R × R ch

But not 36. . . . R(Kt1)—Q1; 37. R(Kt1)—Q1, R × R ch, as the Knight would not be a match for the Bishop on an emptying board.

37. K × R R—Q1 ch
 38. K—K2 P—B4

Or 38. . . . R—Q2; 39. R—QB1, P—B4. The Q-side formations are now just as they were after the twenty-first move in Game 57, and once more Petrosian turns them to his advantage.

39. P—R5! R—Q2

Any attempt to fight back loses material, e.g.

(i) 39. P×P; 40. R—QR1, R—Q2; 41. R×P, R—Kt2; 42. R×BP, R×P; 43. R—B7, etc.

(ii) 39. R—Q5; 40. P×P, P×P; 41. B—Q2, P—QKt4; 42. R—QB1, P—B5; 43. B—K3!

and (iii) 39. P—QKt4; 40. R—QB1, R—QB1; 41. B—K3!

40. P×P P×P
41. R—QR1 K—Kt2



The game was adjourned at this stage. Few doubted that White would win. With a passed pawn, the superior minor piece, and an aggressive Rook, he can drive Black into a totally passive position.

42. R—R6 R—Kt2

43. R—R8 K—B3

43. P—QKt4 failed against
44. R—QB8.

44. R—QB8 Kt—K4

If 44. R—K2; 45. B—Kt8, Black could not deal with both

46. R—B6 ch, R—K3; 47. R×R ch, K×R; 48. B—R7! and the advance of the KBP and KP.

45. K—K8 Kt—Q2

Not 45. R—Q2; 46. R—B8 ch, K—K2; 47. R—QKt8, and the QKtP is lost.

46. R—B6 ch K—B2

47. P—K5

The beginning of the end. The central breakthrough must decide the issue.

47. Kt—B1

48. R—B6 ch K—Kt2

The KKtP needs guarding as well.

49. K—K4 P—QKt4

To undertake nothing would permit the white King to penetrate via Q5 and QB6.

50. R—B6 K—B2

He might have tried 50. P—B5; 51. P×P, P—Kt5, though 52. P—K6, P—Kt6; 53. B—K5 ch and 54. B—Kt2 wins comfortably.

51. R×BP Kt—K3

52. R—Q5 K—K2

53. B—K3 R—Kt1

54. R—Q6 P—Kt5

55. R—R6 R—Kt4

56. R—R7 ch K—K1

57. P—B4 K—B1

58. P—B5 Resigns

A neat finish would be 58. P×P ch; 59. K×P, Kt—Kt2 ch; 60. K—Kt6!, R×P; 61. B—R6.

60

WORLD CHAMPIONSHIP MATCH,
MOSCOW, 1963

White: M. BOTVINNIK

Queen's Gambit Declined, Orthodox Defence

1. P—Q4 P—Q4
 2. P—QB4 P—K3
 3. Kt—QB3 B—K2

It says much for the inexhaustible variety of chess that even on the third move of the Orthodox Defence there should be scope for a different approach. Black's idea, which has been strangely neglected by the majority of textbooks, is to avoid the main lines of the Exchange Variation (i.e. 3. . . . Kt—KB3; 4. P × P, P × P; 5. B—Kt5) and thus deprive this powerful weapon of its bite. It is attributed to the Soviet master Alatorsev.

4. P × P

One could hardly hope to exploit the omission of . . . Kt—KB3 by 4. P—K4. After 4. . . . P × KP; 5. Kt × P, Kt—KB3 and an eventual . . . P—QB4 Black would have an easy game.

4. P × P
 5. B—B4

If 5. Kt—B3, Kt—KB3; 6. B—Kt5, it is quite safe to continue 6. . . . B—KB4 because the reply 7. Q—B3 (cf. Game 20) is no longer possible. While 5. Q—B2 may be met by either 5. . . . P—QB3; 6. B—B4, P—KKt3 or 5. . . . B—B3; 6. P—K3, Kt—K2; 7. B—Q3, P—KKt3; in both cases the development of Black's QB is successfully accomplished. These variations represent the technical justification of 3. . . . B—K2.

5. P—QB3
 6. P—K3 B—KB4

7. P—KKt4



Far from being solved, the problems of the opening are just beginning! Ought we to express surprise at White's decision? I think not. Contemporary theory is full of bold experiments, and an early P—KKt4 turns up in such diverse places as the Nimzovitch and King's Indian, the Sicilian, and the Caro-Kann.

White has a twofold objective here. Firstly, he wishes to drive the enemy Bishop away from the diagonal it has been at pains to occupy (7. . . . B—Kt3 is unsatisfactory on account of 8. Kt—B3, threatening Kt—K5 and P—KR4). Secondly, he aims to establish a special advantage on the K side that will have a permanent cramping effect on his opponent.

This programme is both ambitious and double-edged, for the loosening of the pawn structure must provide Black with a basis for counterplay. If general principles are to be trusted, the first player will not be permitted to get away scot-free.

7. B—K3

8. P—KR3

In the 12th game Botvinnik played at once 8. B—Q3. His experiences then and, no doubt, analysis at home afterwards led him to the conclusion that it was more precise to leave the Bishop's posting until Black had given some indication of his intentions.

8. Kt—B3

Much the most critical plan, in my opinion, consists in counter-attacking by P—KR4 (which indeed occurred in the above-mentioned game). After the text move the reply P—KKt5 is always available.

9. Kt—B3

The 14th game went on 9. B—Q3, P—B4; 10. Kt—B3, Kt—B3, with Black putting his reliance on activity in the centre. Evidently, that too had not earned Petrosian's entire approval (it invites an isolated QP) for he now decides on a policy of non-committal piece manoeuvring.

9. QKt—Q2

It is worth recording that Boleslavsky later recommended 9. . . . 0—0 and then P—B4.

10. B—Q3 Kt—Kt3

11. Q—B2 Kt—B5

12. K—B1

Two sharper suggestions were 12. B × Kt, P × B; 13. P—K4 and 12. Kt—KKt5, B—Q2; 13. P—K4. Neither, however, is in keeping with the overall strategy begun by his seventh move, which requires a period of consolidation above everything else.

The white King has a safe spot at KKt2; for Black the question of castling remains to trouble him.

12. Kt—Q3

13. Kt—Q2

Again, 13. Kt—KKt5 had its supporters. But White is content

with his present rate of progress, particularly as the opposition seems unlikely to undertake anything positive.

13. Q—B1

This is a waste of time, as the threat of P—KR4 will scarcely be overlooked.

14. K—Kt2 Kt—Q2

15. P—B3

But definitely not 15. B × P, P—KKt3; 16. B × P, P × B; 17. B × Kt, B × B; 18. Q × P ch, K—K2, when the piece would be far more valuable than the three pawns.

15. P—KKt3

16. QR—QB1

Up to here Botvinnik had displayed all the purpose and logic of his finest hours. He had succeeded in doing exactly what he had set out to do (aided, it is true, by Black's failure to hit back) and was now in a position to take up the offensive in the centre. But instead of going ahead with the thematic 16. P—K4, which would have given the defender a severe headache, he starts deferring it.

Petrosian uses the respite to carry out a new series of manoeuvres.

16. Kt—Kt3

17. P—Kt3 Q—Q2

18. Kt—K2

18. P—K4 still deserved consideration.

18. Kt(Q3)—B1!

In order to neutralise White's powerful Bishop at KB4 by means of B—Q3. The Knight can then be redeployed at K2.

19. P—QR4 P—QR4

20. B—Kt3 B—Q3

21. Kt—KB4

White is anxious not to ease the tension by simplification.

21. Kt—K2

Black's game is showing marked signs of improvement, and this is confirmed by the fact that P—K4 is no longer imminent. For example, 22. P—K4?, B × Kt; 23. B × B, P × P; 24. Kt × P, Q × P!; 25. Kt—Q6 ch, K—Q2, and despite appearances to the contrary, it is White who has the worries.

22. Kt—B1 P—R4!

Feeling that he has the central situation under control, Petrosian applies himself to the task of recovering ground on the wing.

23. B—K2 P—R5

24. B—R2 P—Kt4

His assurance is growing. 25. Kt—R5 would be answered not by the unsound 25. . . . R × Kt but by 25. . . . Kt—Kt1 and, if necessary, . . . K—K2 and . . . Kt—KB3.

25. Kt—Q3 Q—B2

26. Q—Q2

Focussing the Queen on the slightly vulnerable QRP and KKtP.

26. Kt—Q2

27. B—Kt1

'Dictated chiefly by the desire to preserve as many pieces on the board as he could.' That was how Suetin tried to explain this move. If that was so, it was soon forgotten.

27. Kt—KKt3

The energetic 27. . . . P—KB4 has also been proposed. I imagine that Petrosian was reserving that against the possibility of P—B4 by White, for then the break-up of the K side would be inevitable.

28. B—R2 Kt—K2

Black's skilful regrouping has enabled him to maintain a balanced position and now he signifies—so we assume—his willingness to a draw by repetition. The state of the match precluded Botvinnik's agreement, and so, though it was clear his initiative had petered out,

he turns back to the advance of the KP.

Position after 28. B—R2 Kt—K2



29. B—Q1

The QKtP will need protection.

29. P—Kt3

30. K—Kt1 P—B3

31. P—K4

At last! Unfortunately, it has lost most of its force in the delay, for Black has prepared himself down to the smallest detail.

31. B × B ch

32. Q × B

This brought widespread condemnation as feeble. Few bothered to reflect on the weakness of the black squares and how unwise it would have been to let the hostile Queen stay unchallenged on such an important diagonal.

32. Q × Q ch

33. R × Q R—Q1

34. K—B2

At once 34. R—Q2 looks more natural.

34. K—B2

35. K—K3 KR—K1

36. R—Q2 K—Kt2

37. K—B2 P × P

One might have expected greater caution with the end of the session approaching. But Black's pieces are so well marshalled that they

have nothing to fear from a couple of pawns.

38. P × P Kt—KB1
 39. Kt—K1 Kt(B1)—Kt3
 40. Kt—Kt2 R—Q2

Here the game was adjourned. Views differed as to whether White's possession of the centre outweighed Black's pressure against it. Petrosian thought that if anyone stood better, it was he. Nevertheless, he would probably have offered a draw, had not his second urged him to keep trying.

41. B—B2

The sealed move and a sensible one. The Bishop obstructed the Rooks on Q1.

41. B—B2
 42. Kt(B1)—K3?

Botvinnik later revealed that he had intended first 42. R(B1)—Q1 but picked up the Knight instead. The consequences of this lapse are tragic.

42. P—QB4!
 43. P—Q5

43. R(B1)—Q1, R(K1)—Q1; 44. P—Q5 was to be preferred, since Black's KR is more usefully placed where it is than on Q1.

43. Kt—K4
 44. R—B1?

For Botvinnik to produce such shallow chess so soon after the resumption is incredible. He had to put up a fight for the weakened K5 square by 44. Kt—QB4!. e.g.

(i) 44. Kt—B1; 45. Kt(Kt2)—K3, B—Kt3; 46. Kt × Kt, R × Kt; 47. Kt—B4, R—K1; 48. P—K5!, P × P; 49. B × B, K × B; 50. K—K3!

or (ii) 44. Kt × Kt; 45. P × Kt, Kt—Kt3; 46. P—K5!, Kt × P; 47. B—B5.

In both variations the timely sacrifice of the almost valueless KP ensured excellent counterplay.

44. B—Kt3

45. K—K1

45. Kt—QB4 still afforded some chances. Doubling Rooks on the KB file is pointless.

45. Kt—B1

46. R(Q2)—B2 R—KB2

47. K—Q2

The desperate 47. Kt—B5 ch, B × Kt; 48. R × B, Kt—Q3; 49. Kt—K3 could be neatly foiled by 49. Kt—Kt3!

47. Kt—Q3

The 'Petrosian Knights' have speedily settled themselves in the best possible positions. Strategically, the game is over.

48. Kt—B5 ch B × Kt

49. KP × B P—B5!

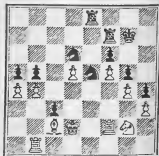
Now comes the concluding, punitive phase. The white force, consisting of a bad Bishop, two inactive Rooks, and a Knight that is offside, can only watch helplessly as the Q side is broken open.

50. R—QKt1 P—Kt4!

51. P—Kt4

51. P × BP, Kt(K4) × P ch, 52. K—B1, P—Kt5 and 51. P × KtP, Kt × QKtP; 52. P × P (or 52. P—Kt4, Kt—R6; 53. R—Kt2, R—Kt2!), Kt × P ch made depressing alternatives.

51. P—B6 ch!



The culminating blow, clearing the QB file for the assault on the King. White dare not decline the pawn; for example, 52. K—B1, Kt(Q3)—B5; 53. P × RP, Kt—Kt7! 54. R—B1, P—Kt5, etc.

52. K × P	R—B2 ch
53. K—Q2	Kt(K4)—B5 ch
54. K—Q1	Kt—R6
55. R—Kt2	Kt(Q3)—B5

56. R—R2	RP × P
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57. P × P	Kt × P
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The black steeds are running free, the scent of blood in their nostrils.

58. R—R6	Kt—B6 ch
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59. K—B1	Kt × P
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60. B—R4	R(K1)—QB1
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61. Kt—K1	Kt—B5
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Resigns

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